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April, 1994

Volume 7, Issue 4



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MORTAL KOMBAT II

UPDATE

FIRST INFO ON VERSION 3.1 REVISIONS!

NUMBER

57



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A man with dark hair, wearing a blue long-sleeved button-down shirt and tan pants, is crouching on a large, textured rock. He has a pained or intense expression on his face, with his mouth open as if shouting or in pain. His right hand is pressed against the rock, and a white bandage is visible on his right wrist. The background is a blurred outdoor setting with green foliage and a bright sky. The overall tone is dramatic and intense.

EGM!

**BAD THINGS,
MAN...**



EGM!

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PUBLISHER

Steve Harris

EDITOR IN CHIEF

Ed Settnrad

SENIOR EDITOR

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MANAGING EDITOR

Howard Grossman

LIFESTYLES EDITOR

Joe Funk

ASSISTANT EDITORS

Suzhi X

Miles Farneseppi

Mike Volius

Terry Minnich

Andrew Bannin

Al Mestual

Mike Weigand

Paul Oyeda

Chris Nicoletta

Mark LeFebvre

Dindo Perez

Apoorva Desai

John Gurka

ART DIRECTOR

Julie McMookin

STRATEGY CONSULTANTS

U.S.: National Video Game Times

FOREIGN CORRESPONDENTS

Ker Kossuthani

Terry Aki

Sam Rye



WORLD NET

CONTRIBUTORS

The Super Famicom-Japan,
Gamest-Japan, Mega Drive Boop-
Japan, Famicom Taishin-Japan.

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INSERT COIN

VIDEO GAME SYSTEMS ARE JUST EXPENSIVE TOYS...

A couple of days ago Nintendo announced that their Project Reality game system would be a cartridge-only machine. Hardly a big surprise, as nobody, not even Nintendo, would have the ability to bring out new hardware with a CD-ROM drive at an introductory price of around \$250. What's really important about this announcement, though, is something much more basic. It's the fact that video games are a part of the toy industry, and that for an item to be a mass market success, there are certain limits as to how much people are willing to pay for a toy. In this economy anything over \$250 becomes an item that is thought about before it is purchased. Yes, Nintendo could have easily planned on bringing out a \$450 CD and cart machine, but it just wouldn't sell in the quantity that Nintendo would want to see. That makes it hard for companies to bring out new technology. The way these companies get around this \$250 maximum price is to break the hardware into several independent pieces, each one less than \$250.

Witness the Sega Genesis and the add-on Sega CD. Put them together in one shell (Wondermega, or X-Eye here in the States) and the \$450 system just doesn't sell. Sold separately, the public was quick to accept the new just doesn't sell. Sold separately, the public was quick to accept the new two piece system with open arms. Another good example is the Atari Jaguar. Since it is selling for only \$250, this 'toy' is doing well. Their CD set to debut for under \$200, should also meet little resistance from game players.

An example of a 'non-toy' game system is the 3DO. This system is outside of the impulse buying range of the public, and while now it is just starting to move, it hasn't set the world afire as the system to replace Nintendo or Sega. Matsushita of Japan has noted this, and when they roll out their version of the 3DO later this month, it will be launched at a much more palatable \$300 price point. The U.S. (it should be noted) will also reduce their price to \$500. This is still quite expensive, but 3DO has also stated that the system could hit \$400 by this fall.

As to the newer systems, the same toy price guidelines will apply to Saturn and Sony's PS-X. Sega, wanting to stay competitive with Nintendo, is now forced to bring out a cart-only Saturn system. While not officially announced yet, this system is tentatively priced at \$275 for the Japanese and is expected to be priced at \$300 for the U.S. Less is known about Sony's machine, but if it launches this November, there could run into the same player resistance appears as a CD-only system, they could run into the same player resistance the 3DO did.

The same toy pricing also applies to game cartridges. Once the cost of the cart exceeds the system price, there are problems. Sega just might find this out if they actually release Virtua Racing at \$99. Fortunately, Sega will soon come out with a separate SVP modular cart, so the prices of all future SVP games (which will plug into the SVP cart) will be back to affordable. Just think, if Nintendo had implemented this split cart format years ago, perhaps we wouldn't have had to pay full price for each of the (past and future) updates of Street Fighter 2!

Ed Semrad
Editor

EGM!

SENDAI MEDIA GROUP ADMINISTRATION

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CHIEF FINANCIAL OFFICER

Mark Mann

VICE PRESIDENT/GENERAL COUNSEL

Mark Karamly

VICE PRESIDENT OF OPERATIONS

Misa Riley

ASSOCIATE PUBLISHER

Ed Semrad

DIRECTOR OF PROMOTIONS

Cindy Kerr

PROMOTIONS COORDINATOR

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Peter Bork

CIRCULATION MANAGER

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Peter Walsh

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Ken Williams

CONTRACT PUBLISHING ASSISTANT

Ron Pringle

LAYOUT AND PRODUCTION

PRODUCTION MANAGER

Colleen Bassett

PRODUCTION ASSISTANT

Dean Hager

MANAGING COPY EDITOR

Jennifer Whitesides

COPY EDITORS

Gayle Schneider

Jo-El M. Darnen

AD COORDINATOR

John Stockhausen

CUSTOMER SERVICE

(515) 280-3851

ADVERTISING

NATIONAL ADVERTISING DIRECTOR

Jeffrey Eisenberg

Eisenberg Communications Group

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EGM!

APRIL / 1994 / VOLUME 7 / NUMBER 4 / ISSUE 57

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BEAVIS AND BUTT-HEAD, ROCKO, BUBSY, SPEED RACER ... WHAT DO THEY HAVE IN COMMON?

Well, we'll tell you—they're all Special Features in this month's EGM! You knew it was only a matter of time before the bad boys of MTV would have a video game of their own. Don't miss this exclusive—our editors got a first-hand look at Beavis and Butt-head, plus the making of Rocko's Modern Life. We also preview Accolade's Bubsy 2 and Speed Racer.



BATTER UP! THIS SEASON'S LINEUP IS A SURE HIT!

130

Spring is in the air, and so are the electronic baseballs! EGM's seven-page blowout of the latest baseball games for the Super NES, Genesis, 3DO, and Game Gear will dazzle you. Decide for yourself which game is the most realistic!

138

JAGUAR ROARS ONTO THE 64-BIT PLATFORM WITH THE INTRODUCTION OF A CD-ROM!

Atari's new Jaguar system is starting to make some real noise! With the second half of this year, we'll see a CD-ROM peripheral that will surely attract many game players. Compare the specs to other CD-ROMs on the market and make your choice. Only EGM has the latest pix of upcoming games especially designed for the Jaguar, including Checkered Flag 2, Kasumi Ninja, Club Drive, and Joust.



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ACTIVISION

Shanghai II Dragon's Eye is available in Genesis, SNES, DOS and Macintosh formats. To Order: See your local retailer or call 1-866-477-3450. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Nintendo, Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc.

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INTERFACE

LETTERS TO THE EDITOR

This is the section where you can write up your ideas and let the rest of the readers get their own views on what you have to say. It's as free as when you write, so if you don't like it, someone else will read it up until the paper hits the press. Remember that anything you write and send to us can be used in the magazine and that anything you say could be used against you in a court of law. And if you think we are going to miss any ideas that come in our mailbox then you can be sure.

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300 SYSTEM DOWN TO \$500!

I resisted the temptation to go out and buy a 300 system last Christmas because I felt that it was just too expensive. Also, the games out at that time didn't look all too impressive. Now it's a different story. Docs like Madden 300 and Super Wing Commander have gotten me interested again. There have been rumors that the price may come down in September when the new shopping season starts. Is that true?

Daniel White
Sarasota, FL



The 300 system price has been reduced to \$500 and could hit \$400 by fall!

(Ed: You must be psychic Dan! Just a couple of days ago Panasonic of American announced that they immediately are reducing the price of the 300 to \$500. Why now? The real story comes from Japan. Rumor has it that the price reduction came directly from Mr. Yoshiki Moriyama (president of Matsushita) himself, as Japan wants to enter the unit at a competitive price and \$700 was just too much. Much of this cost reduction can be attributed to chip integration, parts cost reduction, and increased factory efficiencies. 300 expects to see manufacturing costs to decline an additional 20 percent (\$100) or more this fall. So Dan, grab a system for \$500 now or wait another six months for a \$400 system.)

LETTER OF THE MONTH!

PRICEY GAMES

I don't know if you have noticed that games are getting very expensive. Perhaps you guys at the magazine don't care as you get everything for free, but we normal players have to shell out \$100+ every time we want to play a game. Yeah, we rent games to save some money, but the games we want to spend some time with are usually the ones that cost big bucks. Now with special chips like Nintendo's SFX and Sega's SVP being included in games, I picture carts topping the \$100 mark. Do the companies realize that we just can't continue to pay that kind of money for our games?

Greg Danton
Mobile, AL

(Ed: You bring up a very good point, Greg and we at EGM have been sounding the manufacturers about the high price of games for some time now. There is good news and bad news, though.

First the bad news: Nintendo has not made great inroads to lowering the price of their FX chip games. While they are absorbing the costs of the FX chips in the games they do themselves, the third-party licensees who want to bring out FX chip games are either forced to go to 4-Meg carts or charge a lot of money to make up the FX chip cost.



Because of Sega, Nintendo may have to rethink its FX chip game plan!

The good news is that Sega has even now players want good games at a reasonable price and they have gone out and created a special modular cartridge which will house their SVP chip. It will be a one-time purchase and cost \$40. Expect it to appear in June.

And this is only the beginning. Sega has some very interesting ideas that will drastically reduce the cost of games. Unfortunately Sega swore us to secrecy as to how or what games this new technology will appear in. But rest assured that not only will Sega introduce something very special in the next few months, it should send Nintendo back to the drawing boards as to how THEY do games. More next month!

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The best letter submitted each month will win another chance of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.



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GIMME THOSE TUNES

One day I was watching TV and one of those "MORTAL KOMBAT?" commercials come on. At the end of it I briefly caught sight of a message in the corner of the screen that said something about a Mortal Kombat music CD that was out now or something like that. Am I reading this right? What's the deal about? If it's true, how much does it cost and where can I find it?

Andrew Clequan
Nanaimo, B.C., Canada



Mortal Kombat fans into rave/techno music should check out the Mortal Kombat CD!

(Ed: The CD is for real, Andrew. On the disc are five songs performed by The Mortals. It's released by Vemon Yard Recordings (V25H-39418) and if you're into rave/techno music, you'll find this CD to your liking. There are five songs on the disc, each having a slightly different flavor to them. The disc can be picked up at most music stores with a price between \$14.95 and \$17.95, depending on which store you happen to visit. If you're a Mortal Kombat nut who must have every piece of MK merchandise, it's definitely worth a listen.)

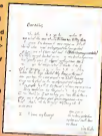
BAD PHOTOCOPY CONTEST!

A new feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 500% and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!

PSYCHO
LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to Newsweek, if, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your madness and psychosis to video games!

This letter contains important information. I have solved the case of why postmen are killing their peers. It's because of your magazine. It all started when a bored, underpaid mailman picked up my issue of EGM and read it. Obviously he got hooked because it's the best magazine. Well, pretty soon I stopped getting EGM. I was disappointed and puzzled. Two months later I got your eed saying it's time to renew. That's when the killing started. My theory is that the mailmen, you know, the underpaid ones, didn't have my magazine to steal so he was depressed and started killing people. Well, I renewed and now my magazine is being verbalized by the post office to get even. So I am asking you, from the bottom of my heart to please put your magazine in a herdy-deady plastic baggy. My congrats to your mag. I will have my revenge. Now I'm in the witness protection program and can't leave my real name.



Since 'John Doe' of Paso Robles, California is in the witness protection program, we'll just have to give his prize of an EGM T-shirt from his local post office for helping 'John' achieve his fame and fortune as the Psycho of the Month!

HOOK ME UP

I went out and bought Lethal Enforcers for the Sega CD after seeing it while strolling through the mall. I brought it home, opened the box and checked out the gun. Aside from the strange blue color of the gun, why is there a phone jack on the bottom of the handle? What the heck is it used for? Could a modem hook-up be the answer? A multi-player hook up where everyone shoots at each other would be pretty cool. So how about it?

James Caldon
Miami Beach, FL



Lethal Enforcers allows two people to play with the addition of another gun.



Here it is! Attempt to find this picture in the magazine, if you dare!

(Ed: Hey, don't you guys read the instruction material that comes packed with the game? There's a little pamphlet in there with an order form to purchase the second player gun. That's what the phone jack is used for. There's a plug on the pink Justice—the one you order for \$71.95 from Korvus—and it plugs into the jack on the blue gun so two players can play. We've gotten tons of mail with the question, so I guess gamers would rather jump right into the game rather than read through literature for a couple minutes.)

STELLAR-FIRE™



"This game sets the bar so high that this year's premium-priced, high-quality standards for video games are measured against it. This game is so new that they are comparable with the best CD-ROM games."

THEY'D CALL IT A SUICIDE MISSION EVEN IF THERE WERE 50 OF YOU.



"Stellar Fire" pits you against the Dragon, an evil entity which is devouring everything in its path. And Earth is about to become dessert.

In Stellar Fire's unparalleled 3-D polygon-realism, Dragon's minions are



all over you — until you unleash your own deadly attack strategies to ultimately destroy their diabolical forces.

It's so challenging you could just die. And you will. Again. And again.



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Every player performs like his best and slowest counterpart. Let's face it, if a guy can't do this in real life, we won't cut him any slack.

Join the team to help out an OJ. Run full-court presses. And forget about playing ones. This isn't JV ball.



This year we've added a unique free-throw perspective. In case if you have a bad sight in the stripes you'll still enjoy the view.

IN THIS LEAGUE PLAYERS ARE (KIND OF LIKE) THAT CAN



It's a bird, it's a plane. (Actually, it's the Warriors new lid. We also threw in Mullins, Redman, Smith, Peoples, KJ's games and more. You'll see.)

At your point guard which play to run. (Keep your distance we'll over their go-to guy. You're the coach. And hey you don't even have to blink your hair back.)



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With nine fast 3-on-3 play and full-season schedules, this is as close as you can get to the real thing without acquiring a few four fours.

Players fights are all realistically portrayed. Which inevitably leads to the occasional six manitch.

GUE, NO TWO
EXACTLY ALIKE.
SNOWFLAKES
N DIINK.)

EA SPORTS

NBA
SHOWDOWN 94



Peasy? Here. Bette? Jo. Keep a Fruity Key Alive? Check. It's all here in NBA Showdown 94 for Sega® Genesis™. Every NBA® player has been rated in fourteen categories by the Super™ Skills Rating System—that's over 4500 ratings in all. So everyone's individual game is realistically true to life.



Some guys hit on their shorts and take a breather when they're tired. It's part of the game, so naturally it's in ours.

You get awesome patented moves. Shows here like Mr. Scottie Pippen, sole property of Mr. Scottie Pippen.

EA SPORTS
It's in the game. It's in the game!™

INTERFACE LEGEND TO THE EXTREMES

AMIGA CD IS THE CHOICE

The last six months have been a roller coaster ride for me. All these new systems are driving me crazy. First, I was going to get a Sega CD but that system already looks obsolete. I was also thinking about getting a 3DO but it's way too expensive and its future seems uncertain. The Jaguar looks cool, but it doesn't have enough third-party licenses making games. I was thinking about waiting for Nintendo's Project Reality but I don't know if it's ever going to materialize. Then it hit me, the Amiga CD². I really didn't take this system seriously at first but just recently read that six new games are due to be released for it. These games were

awesome, but I don't want to invest in the Amiga CD² if its future isn't very bright. So here are some questions. How many third-party licensees does it have? What is the price of the system? How does the future of this system look? Can you give it more coverage?

Keith Oougherty
Long Beach, CA



Gator is one of the many Amiga CD² games that will be out with the system.

(Ed: The Amiga CD² is definitely shaping up to be a worthy contender in these heated system wars. To answer your first question, there are a whopping 151 product licensees that produce games, accessories and other add-ons for the popular Amiga line of computers and now, the Amiga CD². See if you recognize some of these names: Millennium, Gametek UK, Core Design, U.S. Gold, Commodore, Dornak, Greenin' Graphics, Electronic Arts, Mindscape, Interplay, Ocean, Probe Software and Virgin Games. Sound familiar, eh? According to a price schedule from Commodore, the Amiga CD² will retail for \$399.99 and will be packed with two titles: Pinball Fantasies and Sleepwalker. How does the future look for the Amiga CD²? Well, since the success of any video game system depends on the software developers and the consumers, it's really up to the consumers to find interest in the system since the developers are there in abundance. Of course we'll give it more coverage. Since the system is supposed to go on sale in late February or early March, there will plenty of games available to coincide with the launch. These titles should include Defender of the Crown II, Zool, DiGeneration, Nigel Mansell, Trails and James Pond II with games like Total Carnage, Dennis the Menace, Dangerous Streets, Jurassic Park and Microcosm to be released at later dates. You'll be able to use these and other games in our on-line pages or as full-blown Fact Files. While the first batch of games are mostly Amiga computer games with CD² titles there will be many more Amiga CD² games being developed to use the power of the CD to its fullest.)

WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...The upcoming Mortal Kombat movie was rated 'G'?

...The Secret of Monkey Island was that one day Cyber Boy would have monkeys fly out of his butt?

Justin Galt, Whiteale, NY

...Sega released "Lights Out on Capitol Hill" the sequel to Night Trap?

...Major Mike turned out to be Mrs. Clinton's half-sister?

Frank Cipparone, Philadelphia, PA

...Cool Spot got caught drinking Diet Coke?

...People actually ate SPAM?

...A real gun was accidentally packed in with Lethal Enforcers?

Paul Urban, Omaha, NE

...Ryu fell into the same pool that cursed Renma?

...Bad Mizer Frosty was Sub Zero in disguise?

Mark Butler, Dewey Rose, GA

...Shang Tsung could morph into Kirby?

...Kano's right eye blew a light bulb?

Harold Brev, Gardiner, NY

...Atan decided there weren't enough buttons on the Jaguar's controllers.

David Hill, Kingston, NC

...Sushi-X was stuck in an empty room with just a GameBoy?

Steve Ramos, Clinton Twp, MI

...Mortal Kombat had four more sequels but it's still named MKII?

...A boxer could stay champion after getting his own boxing game?

Raul Ruiz, Brooklyn, NY

Send your 'What If's' to:
EGM What If's
1020 Highland Ave. Suite 222
Lombard, IL 60146
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

OLD GAMES FOUND! RADIO SHACK NOW OFFERING Atari TITLES

In response to the letter in the January issue on finding old video games, Radio Shack now offers a viable alternative to hunting down long lost titles.

Fort Worth, Texas—Radio Shack is now offering re-releases of more than 90 of the most popular Atari Video Games, including such classics as Pac-Man, Pole Position, Centipede and Donkey Kong. Owners of Atari Series 2600 or 7800 video game players may purchase the titles at nearly 6,000 participating Radio Shack stores and dealers nationwide through an "Express Order" program.

The Express Order service allows customers to order the video games at local Radio Shack stores. Prepaid orders are delivered directly to the customer's home within seven to ten days.

"Radio Shack's decision to offer these titles is in response to parents' concerns about the proliferation of violent video games in today's marketplace," said Radio Shack President Len Roberts. "A whole new generation of game players can now experience some of the most exciting, non-violent video games ever created."

"The Atari titles sell for \$9.99 plus a small charge for home delivery.

Replacement joysticks and other accessories for Atari systems are also available through Radio Shack Express Order.

After speaking with a representative from Radio Shack, he informed us that the boxes, game carts and manuals are all original and are not old cartridges with new cases and boxes.

DON'T BLINK

Here is a puzzle game that takes all prisoners
(and can be played by the entire family!)

The gameplay sounds simple...put a few shapes in the right place and complete ten 'loops' per round.

But then there's the time limit to place each piece. (Wanna...)

Of course if you want to make some real points and get to the bonus levels you need to make big, twisty 'loops' that have more angles than a con artist...

Oh boy is that looking good! All you need is that one crazy little piece...

BAM!

Here comes one of those gargantuan pieces that fit in about as well as a growing stomach on a first date.

BOOM!

You thought too long. One chance down and two to go.

And of course you can try the memory game where you start out with a completed loop, and one by one, the game takes the pieces away.

How's your short term memory?



SUPER LOOPZ

LICENCED BY

Nintendo

For the Super Nintendo

Entertainment System [®]

FOUR GAME MODES • OVER 20 LEVELS • PASSWORD SAVE FEATURE
ONE OR TWO PLAYERS • HEAD TO HEAD OR COOPERATIVE
VARIABLE DIFFICULTY WHICH CAN BE DIFFERENT FOR EACH PLAYER

Available May 1994

Caution: The Game General

has determined that this game
may be addictive and take all
of your spare time! Don't be
alarmed if your entire family
is infected as well.

Imagineer

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INTERFACE —BETWEEN THE SYSTEMS

TIRED OF REPEATS

What is it with these companies and the games they produce? What I'm talking about are companies that bring out a game on one system, such as the Genesis, and then port it over to the Super NES. I understand that these companies are catering to the people who don't own all the systems, and that may be good. But what really bothers me is when these companies just put the game on another system and not make any improvements or noticeable changes. I mean, hey, everyone knows the Super NES has better music. So when porting a Genesis game over, how about enhancing the music a bit? I won't mention names but there's one that really sticks in my mind. In EGM #55, I saw a Fact File on

the Genesis version of Mega Turmcan and this problem jumped into my mind. Is Mega Turmcan going to be any different from the Super NES version that was called Super Turmcan? I own the Super NES version and really enjoy it and if Mega Turmcan offers something different, I may buy that one too.

Barry Takashi
San Francisco, CA



There are some new features in Mega Turmcan like this Plasma Rope.

(Ed: We understand your dilemma, Barry, and from the looks of it, so does Data East. Mega Turmcan does offer new features that weren't found in Super Turmcan. Although the character is still the same, he now has a Plasma Rope that can stick to ledges and walls for added technique. Reportedly, there is a secret level to the game as well! The amount of weaponry is smaller and the Lightning Attack is missing on Mega Turmcan, but there are two new weapons to be found. Some of the levels may look the same as the Super NES version but the layouts of the play fields and power-ups are different as well. As you can see, not all companies believe in the policy of cookie-cutter gaming.)

EGM! SPECIAL ASSIGNMENT!

Get your pens and pencils ready! The next cool assignment is to draw the Review Crew characters in a typical day at our offices. Originality is the key here so get creative. Below are the winners of the "Draw CyberBoy" contest. Stay tuned for more upcoming contests.



Cyberboy and his father would like to thank all of you who entered.



Jamie Minett
Oshawa, Ontario, Canada



Jason Puthamua
Cogan Station, PA

MADDENS ARE EVERYWHERE!

Eek! The Maddens are coming! Seriously though, this publicity shot at a sports stadium shows EA Sports' humorous side. How they got these people to wear Madden masks is beyond us, but it sure looked like fun. Speaking of fun, John Madden Football for the 3DO Interactive Multiplayer system will have sports fans begging for as much more that they'll even dress like him!



How would you like to sit next to this rowdy group of Maddens?

POSTCARD PARANOIA!

The next time your parents drag you to some lame roadside attraction, be sure to pick up some of the tackiest postcards and send 'em in.

To take the sting out of springing real money for an ugly postcard, Sega has volunteered to give the winners one of their new six-button controllers and a Game Gear Carry-All case! Keep your eyes open as ugly can now pay off!



Send your postcards addressed to Interface: Letters to the Editor.



Congrats go out to Drew Stansbury from Lexington, KY, for this candid pic of the Prince of Wales.

Smokers of America, unite! Suen Dairympic of Pine River, MN, sends us this delectable postcard.





64^{EXPLODING BITS}
OF RAW POWER.



16.7^{MILLION}
BRAIN BURNING^{COLORS.}

AND 3-D GRAPHICS REAL ENOUGH TO
MAKE YOU BLOW CHUNKS.

YOU'VE BEEN
WARNED.



THE JAGUAR 64-BIT SYSTEM.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

Can this be Jaguar? And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your

way out. Not to mention the 17-button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit Power Speed Control Sweat.



"Game of the Month"
— *Diefhard Game Fan*

THE GALACTIC WAR HAS BEGUN.

Do you know where your pods are?

CYBERMORPH™

The evil Perinta Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogrifon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Perinta Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, lones fields, power stations and fast-flying hostile enemies aiming to blow you away.

FIRE GOOD. LOSING BAD.

**EVOLUTION:
DINO DUDES™**

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and evil tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



JAGUAR 64-BIT.

THE MOST POWERFUL
HOME VIDEO GAME SYSTEM
EVER INVENTED.

"Perfect"

—Electronic Gaming Monthly

MILITANT ALIENS.

You can't live with 'em.
You can't play without 'em.

RAIDEN

Mother Earth has fallen to alien, militant aliens. As pilot of the Raiden Superionic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gallego units with your homing missiles, blast enemy laden cargo trains with nuclear-powered bombs, and teach these galactic prates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.

THE NAME IS
McFUR.
TREVOR McFUR.

TREVOR McFUR IN THE CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolize to its citizens.

With your trusty sublock, Cutter, you'll blast through five worlds filled with non-sterile asteroids, killer Starbuds, deadly Guardians, savage Cyber Chenzis, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidably space adventures this side of the universe.



JAGUAR™

6 4 - B I T

GET BIT.

INTERACTIVE MULTIMEDIA SYSTEM

COMING SOON FOR JAGUAR.

CHECKERED FLAG II™

Jaguar hits its peak with real-time, 3-D action in this sweetest prize racing game. With true sound, realistic crashes and speed bumped up 700 percent thanks to Jaguar 64-bit technology, you just might feel the wind in your hair.

ALIEN VS. PREDATOR™

This 3-D tunnel/trace game has texture-mapped walls and heart-stopping digitized renderings of the star monsters. In this Jaguar 64-bit showcase game you can choose to play as the tail-whipping Alien, the Predator, with sophisticated weaponry and infrared night vision, or the Marine Corporal armed with piles of ammo and superior military combat computer skills.

CLUB DRIVE™

You've never experienced racing like this. No guard rails here. You can drive anywhere, including 70 square miles of San Francisco, the hardest towns of the Old West or some innocent bystander's living room as you chase down your opponent in a fast-paced, real-time, 64-bit game of tag.

"CES Game of the Show"

—Electronic Games

TEMPEST 2000™

Jaguar takes the best of the 1981 arcade classic and adds 1994 64-bit insanity. You can choose between two modes: Tempest Classic, the same ultra-challenging game that used to eat your quarters, and 2000, a souped-up, 64-bit version with 3-D graphics, awesome power ups, and hostile enemies. For one or two players.



AND MORE!

Keep your eye out for why more Jaguar titles, including a full range of heart-stopping, 64-bit sports games: Basketball, baseball, and football have never been played like this.

For game tips and hints, call 1-800-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

ATARI
MADE IN THE USA

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MORE WRESTLING GAMES!

I am a big fan of wrestling and wrestling games. I used to own a NES and I had every single wrestling game that you can think of. I am now the proud owner of a Super NES and Genesis. I have WWF Royal Rumble for the Super NES and it's a pretty good game, but it lacks a big variety of moves like the ones you find on the NES's wrestling games. Every wrestler has the exact same moves with the exception of their trademark moves. I would like to know why a two or three Meg wrestling game, like the ones for the NES, have a bigger variety of moves than a 16 Meg game for the Super NES? Capcom made Saturday Night Slam Masters, Sega with Wrestle War, Taito with TWA and Technos with Wrestlefest. I read that FCI was making WCW Super Brawl for the Genesis and Super NES but I haven't read anything about the game for the past few months. Will you be able to give us more information about this game in future issues as well as other companies making wrestling games for home systems?

Alex Neves
Hartford, CT



Both FCI and Natsume are ready to deliver new wrestling titles for the Super NES.

(Ed: Wrestling games really seem to have caught on with players in the past few years. In addition to the games you already mentioned, Natsume will be releasing their own wrestling title to be called Natsume Championship Wrestling and it's for the Super NES. Unfortunately, the Winter CES didn't uncover any new Genesis wrestling games. Naturally we'll keep everyone updated to new games in the Next Wave section so stay tuned to see what new titles may pop up. In reference to your question about the amount of moves in some games, that totally depends upon the programmers of the games themselves.)

EGM ENVELOPE ART!



Terry Chu
Vancouver, B.C., Canada



Dan Zimmerman
Narvon, PA



Robert D. Rush
Washington, PA



Geoff Griso II
Sacramento, CA



Jason Jones
Sunbright, TN



Irwin Jose
Morris, IL



Drew Gould
Lafayette, IN



Nicky Winfrey
Toronto, Ontario, Canada



Matt McGinn
Alexandria, VA



WIN A BIG STICK! FIRST PRIZE - FIRE STICK

The first place prize is a Fire Stick from G & C Joystick Manufacturing. For product info write P.O. Box #46, Paramount, CA 90723 or call (800-JOYSTICK).

ALMOST NUCLEAR



Snap in all the power you need with the hottest new rechargeable battery packs from NAKI. Battery packs for "GAME BOY" and "Turbo Teen" so powerful they'll create a gaming explosion! Forget conventional batteries. Be kind to the environment. No trailing wires to slow you down. Make your GAME BOY or Game Gear with pure power for hours of playing action! Recharge overnight or play in and play. NAKI's battery packs help you get a grip with their ribbed playgrip surface.

Look for NAKI's totally nuclear family of rechargeables including the award winning Turbo Teen™ for Game Gear, Complete Action Pak™ for GAME BOY line of rechargeables with AC Adapter/Recharger and NAKI's Solar Pak™ for GAME BOY charges up from the sun's energy.

Now that's really nuclear!

NAKI™

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To power up with NAKI, call the
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REVIEW CREW

33 GAMES REVIEWED!!!

Tempest 2000, Fire Striker, Ninja Warriors, SpecOps/Ar, Inspector Budget, Liberty or Death, Star Trek: TNG, King of the Dragons, Sub-Terranean, Hard Roll III, Equinox, Lethal Enforcement, Time Trax, Colossus III, Oracle Unleashed, Art of Fighting 2, Fatalencer, NBA Action '94, Soccer Aces, Machine of Hidden Souls, Dragon's Lair, Total Eclipse, Space Ace, Super Air Zank, Twisted, Pebble Beach Golf, Dynastie Men, Captain America, Sports Illustrated, Scratch Golf, Mario Land, Super Off-Road.

MEET THE REVIEW CREW!



ED SEMRAD

Now back from his cruise, our head editor is getting ready for more trips to Europe and Japan, the better pack along plenty of crates of Spanish Peas.

Current Favorite Games:
Tempest 2000, NK II, Sexual Message



DANYON CARPENTER

Oh, Dano is really kicking butt on Dragon Ball Z 2. Word has it that not even Super-X can beat him. Of course, Sushi does get his revenge with Mortal Kombat II.

Current Favorite Games:
Dragon Ball Z 2, Tempest 2000, Revie 3



AL MANUEL

The resident joker of the office, Al has been playing pranks on everyone. It's the only way he has to keep himself busy until NBA Jam hits the shelves.

Current Favorite Games:
Tempest 2000, Kings Warriors, NBA Jam.



SUSHI-X

Taking advantage of the cold, Sushi is trying a new hiding technique—emerging with snowflaps! He hopes to gain new fighting skills and to be part of SF II.

Current Favorite Games:
Super SF II Turbo, Peaky 5 Rocky 2, NK II



MIKE WEIGAND

Major Mike's still bitten by the Anime bug, courtesy of Al and Dano. He'll be glad when the weather shapes up and all the anime media comes.

Current Favorite Games:
Bravely X, Art of Fighting 2, Peaky 5 Rocky 2

GAME OF THE MONTH

Jaguar	Atari
Tempest 2000	
Shooter	Release: Now
Levels: N/A	16 Meg



ED SEMRAD

This is the type of game I want to see on the Jag! This one brings back memories of my arcade happenings. The graphics are great and the music is also superb. What makes this game stand out is how I am very fond of this type games and getting used to my system but I can't get close to Tempest. If you have a Jaguar, you have to get this game. A great game to take-out of!

AL MANUEL

This is my favorite game for the Jaguar so far. Atari has taken one of the best arcade games and brought it to the forefront. Everything has been translated and has been improved with graphics that surpass the arcade version and a techno music score that's constant behind the blades. It's a very cool, but can also impair the player's view. It's good that you can manually change views. Cool!

DANYON CARPENTER

Yay! Yay! Yay! This is exactly what the Jaguar needed. A good old dose of nostalgia. Tempest 2000 is an arcade game. Four game modes, a good Two-player Versus Mode, a fantastic. No one will want to miss Tempest 2000. It's got a lot of power-ups, tough enemies, and the classic bonus stage that you shoot. The background music is fantastic! The only thing missing is the roller controller.

SUSHI-X

Tempest 2000 is a return to the good old days of arcade-dom with the revival of the popular game. The version on the Atari music, graphics, and sound effects—not to mention the play (yet very strange) bonus rounds. One major drawback however, is the absence of a good paddle-type controller for the arcade. The pack-in controller just doesn't hack it. Maybe they'll make one Oh, "Recharge Recharge!"

"I Was Thinking Of All The Ways To Make A Soccer Game Seem Real."

Then It Hit Me."



What makes *Field Soccer for the Sega™ Genesis™* the best? It was only designed by a game expert, developed by the world's greatest soccer experts. With special features like a 30° 3D° tilted field perspective, designed to give you the best view of the action, a real-time on-field, team-high, which makes the game more exciting. Plus, extra large screens that are actually supported from videos of international players. To give



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A large, close-up hand is shown in the foreground, palm facing the viewer. In the background, a basketball player in a red jersey is visible, holding a basketball. The scene is dimly lit with a blue and purple background.

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HOW YOU
MEASURE UP
TO AN
NBA
PLAYER.**

{ PUT YOUR HAND HERE. }

NBA ACTION '94

HOSTED BY MARY ALBERT



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GAME. WITH DIGITIZED PLAYERS THAT RUN, JUMP, PASS AND SHOOT JUST LIKE THE REAL THING. AND UNLIKE SOME BASKETBALL GAMES, NBA ACTION HAS ALL 27 NBA



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MAJOR MIKE'S GAME ROUNDUP

Fire Striker

BTMC / Super NES

This game is like Super Bomberman—it sounds too simple, but just look up the multi-clip with four people and you will play for hours. This is a challenging game that anybody can play. The One-player Mode is also good.

8 7 7 8 8
 85 BARS AL SCORL MIKE

The Ninja Warriors Toto / Super NES

This is the best side-scrolling fighting game yet. The three fighters are excellent and they actually require technique. The showing of your stats side in the arcade is good, but that is only a minor quibble. Great job guys!

8 8 8 8 8
 85 BARS AL SCORL MIKE

Spellcraft

ASCII / Super NES

An interesting RPG—this one is very detailed and has actual fighting with enemies instead of the usual selecting attacks and watching the results. PRO line will definitely want to check this one out.

7 6 5 6 8
 85 BARS AL SCORL MIKE

Inspector Gadget

Wadson Soft / Super NES

Inspector Gadget holds up well with the game transition. The graphics are very reminiscent of the cartoon series, and the music reminds me you have to stay in the game provides a lot of diversity. Nice Mode 7 effect, too.

7 6 5 7 7
 85 BARS AL SCORL MIKE

Liberty or Death

Koel / Super NES

Koel is becoming the master of the historical strategy games. This is a great one for players who like slower games other than your run-of-the-mill action titles. If you need the Cherokee Khan game, you'll like this one.

6 7 5 6 7
 85 BARS AL SCORL MIKE

Super NES Spectrum Analysis

Star Trek: TNG

Strategy	March
Levels: 8	16 Meg



ST:TNG is one of those games that will take some time to get into. There is a lot to absorb, but after a bit of experimentation, you'll certainly have found this cart to be very enjoyable. I like the fact that there are so many different aspects to playing from outer space to the action sequences. The sounds are direct from the show, and the graphics are decent. Overall this game is for older players.

Star Trek games typically haven't been exciting, but this game is better. There's more interaction with the characters both on and off the ship. Every aspect of ship operation is at your control, yet taking the landing party down for missions gets exciting. The graphics and controls would be better if they weren't so parallel. The storyline is very cool with lots of missions and fans of the show, like me, will find it interesting.

ST:TNG isn't bad for an adventure game. There are even elements of an RPG that let you play the role of one of the characters. It's like the other titles, which are a near perfect match of the show's, on the other hand, I found the missions not too exciting at times and the ship controls were slow as makes it a pity. If you like the type of game, you should be able to get into it even if you don't like Star Trek.

If you're not really into Star Trek, this may not be the best choice for you. The graphics are very good, but the series is somewhat slow-paced and the show will love you in the meantime and the ability to save the Enterprise. Sounds and graphics are great and there are some detailed Missions to complete for every-one, but a must have for any Trekker who has always wanted to command the Enterprise.

Super NES Capcom

King of Dragons

Action	April
Levels: 12	16 Meg



If you want a game with a D&D flavor to it, you'll love King of Dragons. Everything screams Dungeons & Dragons. In fact, most of the graphics look like they're drawn from the Monster Manual! The graphics and music are all top-notch. When set on easy, this game is really tough. There's a good selection of characters, but some, like the elf archer, can't kill. This adds to the difficulty. Overall, I like it.

It's nice to see Capcom venturing out into new categories. King of Dragons looks like a typical side-scrolling hack and slash, but it has some nice touches like blood and the ability to power yourself up with more strength and magic. The Bosses are easy to defeat, even on the harder difficulty levels. The type characters don't offer much of a difference other than strength. It's a cool game that can get addictive easily.

It's been a long time since I have seen a good fantasy adventure game. KOD is a very good blend of action, adventure, and a little bit of role playing. The graphics and sound are always from Capcom and you'll be able to beat it like the first three. You can play as a one- or two-player simultaneous game. It would have been nice to have a four- or five-player simultaneous game.

With the multitude of side-scrolling, "hack-and-slash" games out there, King of Dragons stands out in the crowd. There is plenty of action, and when you have the first action of peeling from the perfect character. The Two-player Simultaneous is a must have. Multi-clip Option for more than one at the same time? and the graphics and sound are given the trademark Capcom excellence.

Genesis Sega

Sub-Terrania

Action	March
Levels: 9	16 Meg



This cart has a good concept behind it as it reminds me of the old coin-op Gravitar (remember the 2000 version?). The graphics are nice and the music is also done well. Sub-Terrania combines action with a bit of puzzle solving. It's a very difficult game though, so it's a fears the controls. Sub-Terrania is a good game. Don't expect to beat this one the first time you play it, you might get frustrated.

Now here's a game with originality. Sub-Terrania offers tons of strategy, but not without some agonizing levels. The constant gravity keeps you on your down. While this is the best part of the game, it will certainly get used to it. Other than that, the control is great, the music has a soothing beat, and Sub-Terrania can get really rough. It's refreshing to see programmers come up with new ideas these days.

Sub-Terrania is one of the better shooters to come out for the Genesis in a long time. It's also one of the best. The graphics and story with an interesting story and unique game play. The opening scene is pretty cool. I also like awesome audio and industrial music in the backgrounds. Very cool. The graphics are excellent and rounded out the cart very well. An exceptional game for shooter fans and non-shooter fans.

This game takes several elements from shooters and strategy games and mixes them together. The result is a very engrossing action game. It reminded me of a very old computer game, Mike Man. Don't expect it to go down and finish this one is one thing, it's not involved for you. Some may find the difficulty a little maddening, but if you saw strategy games in the vein of Choplifter, then you may want to check this one out.

EDWARD GAMES GOLD



**THE
HOTTEST
SEQUEL OF
THE SUMMER
WON'T BE A
MOVIE...**

MAJOR MIKE'S GAME ROUNDUP

Hard Ball III

Amberlite / Super NES

Another entry in the video game baseball series, this one has all the right ingredients: two-player action, lots of teams to choose from, etc. The control takes a bit to get used to, but overall a very good game.

B 8 **A** **7** **S** **7** **B**
10 **9** **8** **7** **6** **5** **4** **3** **2** **1**

Equinox

Song Imagesoft / Super NES

A good action-adventure game with one major problem: The perspective is very disorienting, making you hold the controller on an angle as you play. Some levels are very difficult, making the Save Game Option a blessing.

B 8 **A** **7** **S** **7** **B**
10 **9** **8** **7** **6** **5** **4** **3** **2** **1**

Lethal Enforcers

Konami / Super NES

Konami did a very good job of translating the 3D to the Super NES system, but the game's initial format was down kind of way, very slow. What let me take with it was a good game, but it just doesn't have the flavor of the arcade.

B 7 **A** **6** **S** **6** **B**
10 **9** **8** **7** **6** **5** **4** **3** **2** **1**

Time Trax

TNO / Genesis

Time Trax offers lots of side- and vertically-scrolling action. The levels are big and there are many enemies you must destroy. It takes a bit of practice at first, but with repeat playings, you'll get the hang of it.

B 7 **A** **7** **S** **7** **B**
10 **9** **8** **7** **6** **5** **4** **3** **2** **1**

Columns III

Vic Tokai / Genesis

Here is another highly addictive game with a twist: similar to games like Tetris and Pac-Achieve. This one-player mode is very easy, in that you plot your strategy and the best-to-best computer is a must. A very good game.

B 8 **A** **7** **S** **7** **B**
10 **9** **8** **7** **6** **5** **4** **3** **2** **1**

Genesis Sega

Pebble Beach Golf Links

Sports	Now
Levels: N/A	16 Meg



Golf is a strange life. If you just look at it, the subject seems most players old. Give this one a little time, and you'll see why. The graphics and the realistic sounds make for a realistic golf, but only problem is going to get the computer opponent who seem to have mastered the game. If you want a good game of golf, this one will whet your appetite. It's good, but you must get into it.

Pebble Beach Golf Links is one of the few Genesis golf games I've seen all year that boast some pretty impressive qualities. It has enough options to give any golfer built a run for their money. Unfortunately, the novice player can really get lost in all the technical stuff. Anyway, it provides a solid game of golf, but it plays kind of slow and the emulsion isn't the smoothest. A solid title with a few shortcomings.

It just seems that the majority of the golf games out there are commonly linked with the same tedious club selection, slow wind direction, and strength. When all are put together, it makes for a slow, boring game. The scrolling is slow, the graphics are slow. The entire game is slow. Players with short attention spans like me don't have the patience for this Genesis, it's a good simulation, but only for golf aficionados.

A lot of Japanese businessmen are getting into the world of golf, but few ever saw the attraction. Games like Pebble Beach, slow-paced and really don't have the impact to keep you interested. As a lighting game, the graphics of golf are hard to beat. This cut has some beautiful and basic choices of equipment, etc. Fans of the sport may like it, but it doesn't have the high-end graphics of the PC links games.

Sega CD Sega

Dracula Unleashed

Strategy	Now
Levels: N/A	CD-ROM



The music and story are enough to sink your fangs into, but the digitized video is top billed for my taste. It just won't win any Oscars for performances. In fact, most of the high school plays have outdone it. The story and plot of Dracula Unleashed more than make up for the actors. Your dream is to see as you unravel the many mysteries. You might consider picking this one up, but don't expect icing.

Here we have another of the many full-motion games for the Sega CD. Dracula Unleashed has a great story that will keep you glued to the screen. The game starts off slow as you gather more clues, the game becomes a little more. The simple mistakes you'll find and you don't get bored with too many options. The music is great and the acting is decent. Definitely a good horror flick.

Dracula Unleashed is probably more of a movie that you direct rather than a video game. When I first turned on the game, I was treated to a beautiful theatrical score just like the Roth Stoker's Dracula movie. The doo-doo out of me. The motion video, although not very well, suited a little more than a 100 grumpy which made the characters tend to see sometimes. Overall, this is a decent game for the Sega CD.

Not a bad version of the PC game. For fans of the Sherlock Holmes games for this peripheral, Dracula Unleashed will undoubtedly be appealing. The full-motion video is well done, a lot of gray color-wash, and the music is a knockout (only play the one with the lights off). This one requires a lot of strategy and shouldn't be thought of as a last-minute game like Night Train or Sinner Shark. Let's see more like this one.

Neo-Geo SNK

Art of Fighting 2

Fighting	Now
Levels: 14	16 Meg



What can I say, Neo fighting games keep getting better and better. The graphics and sounds are unbelievable. Moves are also quite interesting. The computer player is good, performing dimes and cents, but you can't do it. I wish I had more time to try it out. I recommend it. Neo-Geo could get this price a bit more reasonable. Hmmmm. By the way, look for a lot of hidden moves, too!

The NeoGeo certainly has its share of fighting games. ADF 2 comes off as being pretty impressive. The graphics and steady control and the sound is much fun. It's nice to see some problems were fixed. The characters are great and the fighting just looks, sounds, and feels terrific. It would have been nice to change characters between rounds. If you need another fighting game, ADF 2 will keep you happy.

Art of Fighting has pushed the original game further with better graphics, fantastic music, and sound. The new Neo fighters to choose from are a refreshing addition to the group. The Semic Player versus Mode is also a very cool feature. One problem I had with the game was that the computer player was entirely when the difficulty level was turned down. Fighting fans should all check this out.

Forget the first one—the sequel has improved on the original tenfold. This time around there are more fighters, more moves, and much smoother scrolling in and out. The new fighters have been retained from the original, and they add a nice analogy to the standard NeoGeo fighting routine. Overall, it's a good game. The computer can be incredibly cheap when you play against it, but with two players it's a blast.

EGM²

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MORE EGM!**

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MAJOR MIKE'S GAME ROUNDUP

GA

Pele Soccer Acadeo / Genesis

Yet another entry in the sports game genre, Pele Soccer offers pretty much everything you'd expect: lots of teams, two-hand-to-hand play, etc. It gets a little confusing switching players while in the middle of playing, though.

8 7 8 8 8
ED SHIPS AL SCORE WINS

GA

NBA Action '94 Sege / Genesis

NBA Action '94 offers a different perspective on the court, but the constant strafing and changing perspective make things confusing. There are plenty of options and the Two-player Mode is cool, but it just doesn't come together.

8 7 8 8 8
ED SHIPS AL SCORE WINS

GA

Racing Aces Sege / Sega CD

Racing Aces is a good idea, but it suffers from one fatal flaw: The scrolling is very choppy, and the control isn't as responsive as it should be. The sound effects are well done, but the game is incredibly frustrating.

5 4 4 5 5
ED SHIPS AL SCORE WINS

GA

Mission of Hidden Souls Via Tokai / Sega CD

An interesting first-person perspective game with full graphics and great sound effects. Move from room to room in a giant mansion, looking for items and other hidden secrets. Parts of the game will be interesting.

9 8 8 8 7
ED SHIPS AL SCORE WINS

Dragon's Lair ReadySoft / 3DO

Timing is everything in this iteration of the arcade classic. The graphics are excellent with highly noticeable screen lines. However, you must have precise timing skills to pass the stages. Fans of the game will like this one.

7 7 7 7 7
ED SHIPS AL SCORE WINS

3DO Crystal Dynamics

Total Eclipse

Shooter	New
Levels: N/A	CD-ROM



Well, the graphics and all are really nice, but I'm afraid the life is lacking a bit in the control department. The controls are really bad. I had no idea whether or not I was hitting an enemy. I could be hitting a wall and be a few inches on the screen away from it. It controls way too loosely. Even when speed is, it moves pretty damn slow. This game is just way too hard for the average player. Can't say I didn't warn them.

It's got pretty graphics and the lecture-mapped levels look nice. OK, now that we've got the best part of the game out of the way, let's go into some scolding details. First, the controls, although cool looking, are extremely blocky. The movement on each level doesn't fit the theme. The most aggravating part is hitting the walls, floors, and ceilings when you know you're nowhere near them. This one is tough.

At first glance, Total Eclipse seems more like a science fiction film than a video game. The specially rendered graphics are good enough to fool players into thinking they're real. The music from the CD is great, yet at times, doesn't match the areas you run through. I don't quite agree with the light effects, as they were a bit too sensitive and your ship would swing one way too fast. Still worth the price of admission.

An eagerly anticipated title that sadly doesn't deliver. Oh it looks great, but it really takes a non-civvy whose visual mechanics are concerned with control with very little timing. The lack of movement to come off the major ones. The graphics are truly top-notch, as is the music (the latter, however, is truly awe-inspiring for some of the stages, though). Not bad for an early 3DO shooter title.

CD-I Philips

Space Ace

Action	New
Levels: N/A	CD-ROM



This title brought the arcade game home for me. I loved the old CD game, and this one is a perfect replacement. I know how they did it, and everything is just perfect. My only real quibble is with the ending. It's the same as the arcade, but I found a bit short. The ending is perfect. After I beat it several times, I got a little tired of it. The excitement eventually wears off. Every CD-owner should try this.

The CD-I is really becoming a strong contender with games like this. Space Ace is a blast to play and is truly what the original coin-op was all about. The original idea is perfect and the game controls great. Space Ace is a great title to play at first, but you get the boring down. However, the ending is a few times, it's a real game. If you are an owner of the CD-I, you don't want to pass up this perfect installment.

This is one of the most faithful arcade translations for any system. Space Ace comes out true to the original version in every way. All the animations from the arcade have been ported over to the CD-I with amazing color and clarity. The voice-overs and music are a direct digital transfer from the arcade. The only problem is that the game is a little easier with a larger margin of error to make your moves.

This is a picture-perfect translation of the arcade version, with superior graphics and sound. It can bring back memories of the quarter-knocking arcade days. Despite the fact that it—the game has very little replay value and is more tedious to look at than to play. The audio must be given for the flawless reproduction, and the game controls very well (especially with the joy-pad patcher). Save Kinky!

Duo TI

Super Air Zork

Shooter	New
Levels: 7	CD-ROM



I consider myself about average when it comes to shooters, but this one was way too easy for me. Compared to other Duo games, the controls were not as detailed as I would expect. It plays well, but you don't really power-up as much as you do in that other game. If you are a loyal follower of the Zork/Zork theme, then this would be a good game to end the series with. Now how about doing Drosula X?

What's with all these shooters on the Duo? Super Air Zork might have been better if there was much more of a power-up; the action never gets things enough. However, the game is good and actually makes the levels they're played on. Another plus is that there is a lot of comedy here and there, similar to Parodius. This one is OK, but really needed more.

As a shooter fan, I found myself easily bored with the slow-pace and almost redundant on-screen enemies. The graphics were nice and the sound was what I expected from a Duo shooter, but there was nothing in the game that had me wanting to keep playing. The sound did not even a challenge. With its reputation the Duo has for great shooters, Super Air Zork has come across as a great disappointment.

For domestic games, this one shows why the Duo is lagging. Super Air Zork offers nothing new (even the lively rock soundtrack music is boring). However, there is nothing here. Zork series hasn't done as well as these shooters have never really moved on in the past. The Duo has had fans of the series who want to do for themselves. Why not put some resources into bringing excellent Japanese Duo games here?

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MAJOR MIKE'S GAME ROUNDUP

Twisted Electronic Arts / 300

This is a fabulous game done with very funny contexts and excellent graphics. The graphics are very colorful and it is easy to play. The skill levels also make the game inviting for everyone—regardless of their age.

9 9 7 8 8
ES GARD AL SUPER MIKE

Pebble Beach Golf Panasonic / 300

This is a very good golf game that is very detailed—especially in the area of taking your shots. Great control and plenty of courses make this the full golf video game to get. They could have added more courses, though.

7 7 7 7 7
ES GARD AL SUPER MIKE

Diagnostic Hero T.T.L. / Neo

This is a good RPG/action game much like the Zelda games for Super NES. The music is fantastic and the graphics are colorful. The one will keep you playing for hours, with lots to explore and plenty of weapons to acquire.

7 8 7 7 7
ES GARD AL SUPER MIKE

Captain America Soft Touches / Data East

Captain America fares well on the Game Gear system, even without the... Two-player simultaneous Play Option. Yes, you still have the variety of levels to choose from. Executing their special moves is easy.

7 6 6 6 7
ES GARD AL SUPER MIKE

Sports Illustrated T*HQ / Samsag

This is a mixed bag in that some of the games are successful and some aren't. The motorcycle riding games are fine, but the skateboarding and other weird don't panned so well and become frustrating. Lots of options, though.

8 5 5 5 6
ES GARD AL SUPER MIKE

EDITOR'S CHOICE GOLD

Game Gear	Neo Tokai
Scratch Golf	
Sports	New
Levels: N/A	2 Meg



Scratch Golf is a good game of golf if you enjoy the sport. The graphics are particularly well done, and the play is easy on the eyes. The sound is also pretty good, plus the ball supplies a gratifying feedback. The only flaw I can find is that the ball is hard to hit, and that, this cut would be a good addition to any sports fan's collection. Scratch Golf is just plain fun. Period.

Pretty cool. Golf sims don't usually float my boat, but this one is just so easy to play, who couldn't enjoy it? The graphics are minimal and you really don't need to jump into the game. Everything you need is here: a few selection, stance, wind directions and hazards. Two players make for an interesting tournament. For those who need golf practice, the Exercise Mode really helps. For our top, this one is a must-have!

I actually like the game. I usually find golf games tedious and boring, but I found Scratch Golf to be fun and interesting. Although there are plenty of options (like club selection, stance, and a power hit button), it is easy to get into and just plain fun. Everything is laid out nicely to make it fun and easy for novice players to understand. The challenge is also there even for advanced players. A very good golf game.

For a portable system, Scratch Golf is a pretty comprehensive game on the sport. The graphics are fantastic and you have a great deal of control over your shot (power, power swing), club you select, or maybe there are too many choices. It gets monotonous cycling through them at times. For the rest of the sport, this is probably the best portable video game version of golf you can get.

Game Gear	Nintendo
Wario Land	
Adventure	New
Levels: 40+	4 Meg



Wario is a great twist on the typical Mario theme. Best of all, it's all new and that is what I want to see in a platformer. The level is pretty good, and the music change from the usual Mario theme. It controls well, but Wario looks like a big burr on the screen, and this adds to the difficulty. The play mechanics are all right and as usual Nintendo comes through with another hit. Now how about this on Super NES?

It's a whole new adventure starring Mario's arch-enemy and it's good. Finding and using the various items adds a great dimension to the Mario theme. Those who choose with short attention spans will be bored. Those levels are huge and luckily, there's a battery back-up to save your progress. The game has lots of hidden goodies in the floors and walls to keep adventurous people happy. This is a fun one to play.

This is another great portable cart from the programming wizards at Nintendo. Wario Land has all the elements of a great portable game: great graphics, good sound, superb play control, amusing characters, and a good story. Wario's new charge stick is a fresh spin on stick the enemies, a definite new feature. The down side to the game was that it was kind of messy. This is an excellent choice for Mario fans.

All right Nintendo, stop the teasing. With very good Mario spin-offs like this one, I just want another like this game more and more. Wario Land has plenty of action, power-ups, and good graphics (although other things) to get anyone's interest. This cart has a very good (this is portable remember) plot. Things are a bit on the easy side. Still, fans of Mario-type games will definitely want this one.

Game Gear	Telegames
Super Off-Road	
Driving	New
Levels: 32	2 Meg



Super Off-Road was one of the best games in the arcade and on the Super NES. In fact I've enjoyed the game in every form it's been in, except the one. Why is it so good? I mean, the Lynx is a wonderful system, but this doesn't exploit it at all. The controls are great, especially when you press the control pad while your car is shifting. It's too bad I was really looking forward to this title. Not very good at all!

What happened here? While the game has decent graphics and most of the features from the arcade, the Lynx plays so poorly and the movement of the trucks is incredibly slow. The power-up items for the trucks are cool but you really don't notice their effects, except for the nitros, if you're just driving. A new Lynx game and there's nothing else out there, this one is OK but don't expect anything super.

There isn't a whole lot to say about SOF. The only thing that comes to mind is how badly it suffers from the Lynx. It's so tedious with slow scrolling and animation that it dampens your ability to control steering. Using the nitros only makes it worse. And once you get to the end of the first race, you'll be competitive since you didn't earn any prize money to upgrade your truck. It's for hardcore fans.

For a racing game, Super Off-Road really disappoints. I was never a fan of the other versions of this one. I'm afraid the perspective steering and the game play is unresponsive. I was also annoyed by the blurring of the graphics. I had to see what was going on and exactly which vehicle was mine. The Lynx system can surely do better than this! These races on portable never really worked.

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OF THE ORIGINAL
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ENTERTAINMENT SYSTEM

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AND IT AIN'T A PAIR OF COLD HANDS.



YOU GOT A VILLAGE.

FARMS. HUTS. KNIGHTS. PEOPLE TO
BOSS AROUND. AND A COW.

LIFE IS GOOD. BUT THEN YOU GET THESE VISITORS.
THEY'RE FAT. THEY DROOL, BURP, AND SMELL LIKE AN
OUTHOUSE. THEY COME IN HORDES, EATING YOUR 3D
TEXTURE-MAPPED HUTS, TREES, WOMEN, CHILDREN, AND
WORST OF ALL, YOUR COW. YOU TRY TO TRASH THEM



WITH YOUR SWORD, BUT IT AIN'T EASY.
AND THEIR GUTS GET ALL OVER YOU.
LIFE STARTS TO SUCK. YOU'VE MET

"THE HORDE", BY FRIEND. AN ORIGINAL GAME WITH CD-QUALITY LIVE
ACTION VIDEO, DIGITIZED MUSIC AND DISGUSTING EATING SOUNDS. AND A
CAST OF ACTORS WHO CAN ACTUALLY ACT: LIKE
KIRK CAMERON AND MICHAEL GREGORY.
YOU BUILD WALLS, MOATS, AND DEATH



3DO

PIGS. AND YOU HIRE AN ARCHER TO HELP FEND THEM OFF. AGAIN THE
HORDE ATTACKS. YOU SAVE THE COW, BUT THEY EAT YOUR HUT, YOUR

THE HORDE™



CORN CROP, AND THAT GIRL NEXT DOOR YOU HAD YOUR EYE ON.



NOW LIFE REALLY SUCKS. AND IT AIN'T ABOUT TO GET ANY EASIER. THE EVIL HORDLINGS

GROW BIGGER, FASTER, EVEN SMARTER.

(AND YOU HAVEN'T EVEN MET THE EVIL CHARCELLOR YET.)

DEAR READER, WE PRAY YOU'RE THE SORT WHO LEARNS QUICKLY. 'CAUSE THIS STUFF'S

CRYSTAL DYNAMICS®

HAPPENING ON 32 BITS. ENJOY, MY FRIEND. AND GOOD LUCK.

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PC-CD
& 3DO™



EGM'S HOT TOP TENS

TOP TEN OLDIES BUT GOODIES

We now enter the slow months of the year, where games don't come out as fast as we would like them to. Here are some classic games to keep yourself busy until the next big slew of carts come out. So grab a rag and wipe the dust off of these oldies. Some of them are ancient and hard to find, but they are sure to give you hours of fun.



MILITARY MADNESS
DUB / NEC



BLASTER MASTER
SUNSOFT / NES



KID CARDS
NINTENDO / NES



WUSHU
SEINIC / GENESIS



NINJA GARDEN
TECMO / NES



PHANTOM STAR
SEGA / SNES



SPACE BARRIER 2
SEGA / GENESIS



THUNDER FORCE 3
TECCOFT / GENESIS



CASTLEVANIA 4
KONAMI / SNES



SMASH TV
ACCLAIM / SNES

EDITORS' TOP TEN



Slam dunk with some serious hang time in NBA Jam. Get ready for some attitude with an attitude.



#1 MEG JAM / ACCLAIM
SNES 1 Month Δ

#2 SAMURAI SHODOWN / SNK
NEO 8 Months -

#3 DRACULA-X / KONAMI
DUB 8 Months -

#4 THE NINJA WARRIOR AMB / TAITO
SF 1 Month ∇

#5 WEG MAN X / CAPCOM
SNES 1 Month ∇

#6 FATAL FURY 2 / TAKARA
SNES 1 Month Δ

#7 POCKY & ROCKY 2 / MATSUME
SNES 1 Month ∇

#8 PUT-PUT DICE TO THE MOON / NUMBIOUS
3DO 8 Months -

#9 CASTLEVANIA BLOODLINES / KONAMI
GEN 3 Months -

#10 TEMPEST DODD / ATARI
JAB 1 Month Δ

READER'S TOP TEN

From out of nowhere, comes the eagerly-anticipated sequel to that "broblemaker" Mortal Kombat! MK II has more of everything—more moves, more Fatalities, even more Friendships (Friendship?). Stay tuned!


#1 MORTAL KOMBAT 2 / ARCADE
 The blood is back and it's better than before.

#2 MORTAL KOMBAT / GENESIS
 Still hanging on to the #2 spot for the second month.

#3 STREET FIGHTER 2 / SNES
 The fighting game that started it all is still going strong.


#4 SUPER STREET FIGHTER 2 / ARCADE
 This latest arcade version is still turning heads.


#5 SAMURAI SHODOWN / NEO
 This winner from SNK is still on the charts.

#6 SUPER EMPIRE STRIKE BACK / SNES
 Luke must use the force if he wants to stay on the charts.

#7 THIRD STREET FIGHTER 2 / SNES
 For those of you that have a need for speed.

#8 SONIC SPINBALL / GENESIS
 The blue blur with an attitude spins in at #8.

#9 MORTAL KOMBAT / SEGA CD
 The newest version of the classic fighting game.

#10 DRACULA-X / PC ENGINE
 The best Castlevania yet—but only in Japan!

LOOK YOUR ENEMY STRAIGHT IN HIS EYE



See official and in-store materials that tell the story of the most intense battle in the history of SEGA. Buy yours now and see how you stand in the world that has no boundaries with the SEGA™ GENESIS™ SYSTEM.



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Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of February 15, 1994

300	
#1	TOTAL EQUIPES / CRYSTAL DYNAMICS 1 Month
#8	ESCAPE FROM MONSTER MARCH / E.A. 1 Month
#2	NIGHT TRAP / WADSWORTH 1 Month
#6	STELLAR 7 / BUBBA 1 Month
#9	BOBBY'S LAB / BENTLEYSOFT 1 Month
#10	THE CORBY 1989 ALIENS: SOFTWARE TECHNOLOGY 1 Month
#7	MAD DOG MICROE / CRYSTAL DYNAMICS 1 Month
#5	SAN MICH 200 / CITYFUNK TECHNOLOGIES 1 Month
#3	LEMMINGS / PEYERLSDI 1 Month
#10	BATTLE CHESS / INTERPLAY 1 Month

SUPER NES	
#1	LUPAL: PORTING OF COME / SAITE 1 Month
#2	LETHAL ENFORCERS / BENTLEY 1 Month
#3	MEGA MEN 2 / CAPCOM 1 Month
#8	SECRET OF MANA / SQUARE SOFT 1 Month
#9	THE 7TH GEAR / ENO 1 Month
#6	ROMANCE OF THE THREE KINGDOMS / KID 2 Months
#7	HAZEN NFL '94 / EA SPORTS 1 Month
#5	STREET FIGHTER 2 VSAMI / CAPCOM 1 Month
#4	HORTAL ADMANT / ACCLAIM 1 Month
#10	NFL HOCKEY '94 / EA SPORTS 1 Month

GENESIS	
#1	SONIC THE HEDGEHOG 2 / SEGA 1 Month
#8	METAL GURMET / ACCLAIM 1 Month
#2	NFL FOOTBALL '94 JIM MONTANA / SEGA 1 Month
#9	NFL HOCKEY '94 / EA SPORTS 3 Months
#5	FIFA INTERNATIONAL SOCCER / EA SPORTS 1 Month
#6	HAZEN NFL '94 / EA SPORTS 1 Month
#7	ETERNAL CHAMPIONS / SEGA 1 Month
#10	PGA TOUR HOLE 8 / EA SPORTS 1 Month
#9	TEAMS SPORTS NFL BASKETBALL / TECMO 1 Month
#12	TOULAM & EARL 2 / SEGA 1 Month

SEGA CD	
#1	NFL HOCKEY '94 / EA SPORTS 1 Month
#8	GRAND ZERO TEXAS / BONY IMAGESPORT 1 Month
#2	BOBBY'S LAB / BENTLEYSOFT 1 Month
#4	WWF BARE IN THE CAGE / ACCLAIM 1 Month
#5	LETHAL ENFORCERS / BENTLEY 1 Month
#6	MAD DOG MICROE / AMERICAN LABELS 1 Month
#7	SONIC CD / SEGA 1 Month
#9	LEMMING / WADSWORTH 1 Month
#10	HOCKEYCOM / BONY IMAGESPORT 1 Month
#10	PRICE FIGHTER VSER BENTLEY / SEGA 1 Month

GAMEBOY	
#1	TETRIS B / HENTON 2 Months
#8	KIRBY'S GEMAN LAND / HENTON 1 Month
#2	CASTLEVANIA 6 / KONAMI 1 Month
#4	SUPER MARIO LAND / HENTON 1 Month
#6	KIRBY'S PINBALL LAND / HENTON 1 Month
#8	STARS / HENTON 1 Month
#7	SUPER MARIO LAND 8 / HENTON 1 Month
#9	NFL PLAYSTATION CLUB / ACCLAIM 1 Month
#8	SPIDERMAN 2: THE / ACCLAIM 1 Month
#10	METAL GURMET / ACCLAIM 1 Month

GAME GEAR	
#1	2-ROCK / SEGA 1 Month
#2	COLLAPSE / SEGA 1 Month
#2	DIRT SPOT / SEGA 1 Month
#8	SONIC CROSS / SEGA 1 Month
#5	WINTER OLYMPICS / EA GOLF 1 Month
#4	ROAD RAGE / EA GOLF 1 Month
#7	METAL GURMET / ACCLAIM 1 Month
#6	JURASSIC PARK / SEGA 1 Month
#9	DEEP BACK TRENDS / SEGA 1 Month
#10	TEGO THE DOLPHIN / SEGA 1 Month

EGM'S HOT TOP TENS

REGISTER YOUR VOTE

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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- | | | |
|-------------------------------------|--|---------------------------------------|
| 1. SNES / SUPER EMPIRE STRIKES BACK | 17. SNES / TMNT: TOURNAMENT FIGHTERS | 33. SEGA CD / MORTAL KOMBAT CO |
| 2. SNES / STREET FIGHTER 2 CE TURBO | 18. GENESIS / SONIC THE HEDGEHOG 2 | 34. SEGA CD / JOE MONTANA FOOTBALL CD |
| 3. SNES / SUPER MARIO ALL-STARS | 19. GENESIS / SONIC THE HEDGEHOG 3 | 35. DUO / DRACULA X |
| 4. SNES / STREET FIGHTER 2 | 20. GENESIS / ETERNAL CHAMPIONS | 36. DUO / STREET FIGHTER 2 CE |
| 5. SNES / SUPER STAR WARS | 21. GENESIS / STREET FIGHTER 2 CE | 37. 3DO / CRASH N' BURN |
| 6. SNES / STUNT RACE FX | 22. GENESIS / JURASSIC PARK | 38. NEO-GEO / SAMURAI SHOOOWN |
| 7. SNES / ACTRAISER 2 | 23. GENESIS / MORTAL KOMBAT | 39. NEO-GEO / WORLD HEROES 2 |
| 8. SNES / SUPER METROID | 24. GENESIS / SONIC SPINBALL | 40. NEO-GEO / FATAL FURY SPECIAL |
| 9. SNES / YOSHI'S SAFARI | 25. GENESIS / MORTAL KOMBAT 2 | 41. NES / KIRBY'S ADVENTURE |
| 10. SNES / SUPER STREET FIGHTER 2 | 26. GENESIS / BLOODLINES | 42. NES / SUPER MARIO 3 |
| 11. SNES / MORTAL KOMBAT | 27. GENESIS / ALADDIN | 43. NES / MEGA MAN 6 |
| 12. SNES / STARFOX | 28. GENESIS / ZOMBIES ATE MY NEIGHBORS | 44. GAMEBOY / ZELDA |
| 13. SNES / AERO THE ACROBAT | 29. GENESIS / STREETS OF RAGE 2 | 45. GAME GEAR / JURASSIC PARK |
| 14. SNES / SUPER TECHNO SOUL | 30. SEGA CD / SONIC 64 | 46. SEGA CD / SONIC 64 |
| 15. SNES / CLAYMATES | 31. SEGA CD / SILPHHEED | 47. ARCADE / SUPER STREET FIGHTER 2 |
| 16. SNES / CLAY FIGHTER | 32. SEGA CD / GROUND ZERO, TEXAS | 48. ARCADE / MORTAL KOMBAT II |

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through April 30.

... all my love, ...

Lonely female with limited range no
wildcard companion who's content to play
the same few familiar games.

**SINGLE, VERSATILE,
ATTRACTIVE
ENTERTAINER
SEEKS PASSIONATE
GAME PLAYER FOR
NON-STOP ACTION.**

Consistent parent of two Italian brothers
seeks old-fashioned partner for her plumber
son's before their careers go into the toilet.
No newfangled CD technology, please.

... all my love, ...

... all my love, ...

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SEGA™



Plays 3 Ways:

- 1 It's A Genesis™
- 2 It's A Sega CD™
- 3 It's A Portable CD Player

Now that we're acquainted, want to have a little fun? I know how to have lots of it. As in three times the fun because I'm three players in one. Dad I mention... 1 I play Genesis games. 2 I also play the hottest Sega CD games. In fact, I can play the entire Sega Genesis and Sega CD library — which ought to be the most fun you've had in any library. 3 I'm also a portable CD player, so you and I can make beautiful music together. And since I'm so wonderfully compact, we can go almost anywhere. So what do you say? Genesis CDX is ready to play around when you see.

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GAMING GOSSIP

**Sonic 3 Gets Extra Levels In Japan
3DO Prices Sliced Across the Pacific
Enhanced 3DO Games By Summer
Sheng Long's Bro Makes Guest Stop
Bioac Commando Goes 16-Bit
Data East and Capcom Face Off
Sega Skiffs the Summer CES
New MPEG Updates To Hit Game Units**

...Hang on to your Ho-Hos, kiddies, 'cuz the Q-Mann's back with a bag full of insider info from around the video game industry. The barbed wire has been thick this month, my loyal Q-Fans, but yours truly has punched the front line defenses to get a look at the greatest gossip you'll find anywhere in the biz. At the front this month is Sega, and a hot rumor from Japan. While Sonic popped up and saw his shadow on Hedgehog Day, the Japanese will not see the super soft until May. Word has it that Japan will get a special "customized" version of the game with eight all-new levels. The Japanese version will reportedly have a whopping 24-Mega of power while the U.S. managed only a 16-Meg fight. What will be new? Don't know...yet...Also new from the Land of the Rising Sun is news that Matsushita is looking to avoid the 3DO launch mistakes that were witnessed in the U.S. by introducing the machine at 54,800 yen (\$500), instead of the previously announced 79,800 yen (\$740). This direction came from the head man himself, Youichi Morishita, President of the bag M. They're now looking to put a million 3DOs on Japanese streets by the end of the year. The Q-Mann sez "Nice Try"...

...While we're on the subject of 3DO, back here in the States, the Q has received ultra-secret word that the price of the hardware is going to soon fall under the \$500 threshold in the U.S. as well! Add in the debut of the company's own MPEG-1 cartridge in the next few months that, although costing nearly 250 beans, will also run the same movies that Philips has been grossing for their CD-i unit. A by-product of the MPEG-1 release will be enhanced versions of existing games from EA. Reps for the company say that Road Rash 3DO will be the first game out of the gate in May, but the only improvement will likely be some cleaner full-motion video. Rumor has it that Shock Wave will follow suit in July, with higher-resolution terrain scrolling by under your ship. Sticking with the CD game systems, yours truly has learned from well-placed sources within Philips that the company is looking to expand their base by porting several of their games over to the Sega CD...

...It looks like Capcom of Japan has gotten cold feet and changed their mind about putting the infamous Sheng Long character into their new Super Street Fighter 2 Turbo game. Seems that they want to save Sheng Long for a future project and at best we'll be seeing his younger brother, Gouken, in his game. The Q cautions that even this is still up in the air, as the prototypes on test don't have this character built into the game yet. While even some die-hard SF2 fans are getting worn a bit thin on the series, Sushi-X suggests that you give it a try. My boy says there are much more than just cosmetic changes to be found in the new rev and you can see for yourself by digging up his exclusive two-page spread in this issue. Sticking with Capcom, the white sheets let slip the development of a new 16-Bit update to their classic Bioac Commando. Can you hear, Super Commando? Also look for an equally infused update to the Gemblby Lite, Geogryle's Quest to be called, not so surprisingly, Super Geogryle's Quest...

...While the development of home versions of Super Street Fighter 2 on both Genesis and Super NES came as no surprise to anyone, Capcom has vowed to give us something special in order to lure players back to the stores one more time. Could that mean that different versions of the classic fighter are on the way??? Also, now that Capcom has sold the rights to their 8-Bit Mega Man update to Nintendo, their Mega Man X development team has moved full force behind a Genesis version of the classic scrolling character. Data East and Capcom, meanwhile, continue to look horns in court as to whether Data East's Street Fighter 2 look-alike violates any copyrights. The big DE is so confident as to the merits of their soft that they are continuing the con-op to home translation of a 20-Meg Super NES cart. If the U.S. execs have anything to say about it, our version of this super fighting game could top 24-Meg and have additional characters thrown in for good measure! Data East is also diversifying their lineup with two new games for the Neo-Geo arcade system (Spinmaster and Wind Jammer), as well as Side Pocket 2 now in development for Sega's upcoming Saturn arcade machine...

...Evidently not happy with the folks from the Consumer Electronics Show, Sega has elected to skip the summer show in Chicago this year. In a sensitive fix that was forwarded to third-party licensees, Sega explained that their annual dealers conference suited their needs as a forum for introducing the holiday product line. This mega event will take place in Orlando, but don't plan on packing your bags - it won't be open to the public. Rumor has it that it won't even be open to the press, but you can be guaranteed that the Q-Mann will be there...That's it for this ish---stay tuned until next time...

- QUARTERMANN

SUPER PINBALL

Behind the Mask

The First and Only Pinball Game for the Super NES!

Experience the look, sounds, and feel of real arcade pinball action. Thumper bumpers, multi-ball play, skill shots, huge bonuses, jackpots – all of the things you love about pinball, without adding quarters!



If you're a pinball wizard, just try to master this one!

- 1 to 4 player alternating play
- 3 varied, dynamic, and distinct playfields
- Awesome graphics, music, and sound effects
- Special "TILT" feature
- 2 different gameplay modes: Alternate play – straight competition;
Conquest mode – reach the forbidden door

"Serious pinball for serious pinball players."

– *Game Players Sega/Nintendo Magazine*



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ENTERTAINMENT SYSTEM

BLOW-AWAY CD-ROM GRAPHICS IN A CARTRIDGE!

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Available On
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FLASHBACK

THE QUEST FOR IDENTITY™

Experience Flashback, the world's first cartridge game with CD-ROM-quality action and graphics. With its fluid 24-frame-per-second movements, incredible graphics, and awesome animated sequences, it's like watching the wildest sci-fi flick in history - and you're the star!

As super-agent Conrad Hart, you must battle your way through six worlds, seven levels and scores of futuristic foes to save Earth from alien infestation. With its unbelievable sound and visuals, you'll swear Flashback is real. At this rate, who needs CD-ROM?



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INTERNATIONAL

DISCORDER

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NEW WASHINGTON: You found your memory. Now if only you could lose those talents. . .

PARADISE CLUB: Funny, for a nightclub it looks a lot like a prison. And where's your gun when you need it?



PLANET TITAN: Duhart traps Outgun talents. And keep your eyes open; it's a jungle out there.



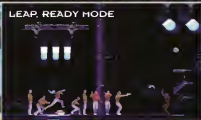
RUN, ROLL AND SHOOT



RUN AND JUMP



LEAP, READY MODE



CYBER TOWER: The game shows where you compete with violent replicants for the grand-prize — your life.

PLANET MORPH: On this planet of onzing, form-changing aliens enemies come in all shapes and sizes.

RUN, JUMP AND CLIMB

PRESS START

PROJECT REALITY ... SOON?

Everyone has been wondering about Nintendo's powerhouse Project Reality; if and when it will come out. Our Head Ed decided to go straight to the horse's mouth and get the news directly from Nintendo.

According to Nintendo, several titles are already in the works. And although development systems have yet to go out to licensees, Project Reality is based upon a CI architecture, to allow programmers to hop right into production.

And one big question is whether or not there will be a CD-ROM

summer or themselves. What's the point of a CD system if you can't deliver the type of games you'd like to?

The price is also an everyone's mind. Nintendo expects the price to be kept low, because of the efficient chip configurations, and the fact that there is no need for a thousand dollar drive system or other things needed for use of the industrial SGI machines.

Nintendo feels that sound is a key part of the gaming experience. While Project Reality only has stereo sound, expansion ports leave doors open to features like Dolby Surround, SRS, and other 3-D sound systems.

The arcade format of Project Reality will come out this year, and a refined home version will appear next year. Nintendo is serious about this one.

PIONEER LD IN 3-D

EGM found some of the answers to the most common Project Reality questions.

Unexpectedly, Nintendo officials have stated that Project Reality will be a \$250 cartridge-only medium, but there will be an expansion port in the system which will allow PR to connect to a future CD-ROM machine when CD-ROM technology is a viable medium. Nintendo wants to create virtual worlds for the player rather than limit themselves with footage from recorded video, which is what current CD-ROM games are limited to.

Nintendo feels that such a restriction would not be cost effective for the con-



If you are willing to pay for it, the LaserActive has a 3-D system.

another \$5,000 (\$45). Using these goggles, the special 3-D images in 3-D Museum can be witnessed in breathtaking color and realism. The goggles can also be used for seeing 3-D images from random dot and stereo scope illustrations—which should be a relief to people who have only gotten headaches from staring cross-eyed unsuccessfully at 3-D images.

When contacted, Pioneer of America confirmed that they will be bringing out the LaserActive 3-D glasses in the United States. A price, specific release date, or which games will come out for the 3-D glasses haven't been determined yet.

Pioneer will be releasing a new LaserActive title called 3-D Museum for both Mega LD (February) and LD-ROMQ (March) systems. The soft is a collection of 3-D images, some requiring the viewer to stare cross-eyed at the screen and others requiring the use of special glasses (the cheap kind with tinted cellophane lenses). There are also others for which special (expensive) goggles with high speed LCD shutters are necessary.

The special goggles will be available concurrently with 3-D Museum. The goggles alone cost \$10,000 (\$95). Furthermore, they require an adapter—



3-D Museum is one of the few titles utilizing the 3-D Glasses. It works well.

Well into the future,
the world's only hope is
a weapon from the past.



X-KALIBER

2097

As fast, you dream of an incredible
fun and their alien leader. It's
not so easy to have your name



X-001



X-002



X-003



X-004



X-005



X-006



X-007



Join with the most surreal world imaginable, a future torn apart by evil alien, laser-
shooting robots, and doctors and mutants. But enough who explains the machine.

If you hope to save the world—and your captured partner—you'll have to slash
your way through six hair-raising levels of constant combat.

But you have an edge: X-Kaliber, the legendary sword with incredible power.
And deadly lightning bolts from its tip as you fight in the pulsating techno
land of Psychonik.

Don't let the future pass you by. Get your hands on the cutting-edge excitement
of X-Kaliber 2097.



ACTIVISION

SUPER NINTENDO
ENTERTAINMENT SYSTEM



PlayStation
PlayStation 2
PlayStation 3
PlayStation 4
PlayStation 5
Xbox
Xbox 360
Xbox One
Xbox Series X/S
Nintendo Switch
Nintendo Game Boy Advance
Nintendo Game Boy Color
Nintendo Game Boy Advance SP
Nintendo Game Boy Advance 2G
Nintendo Game Boy Advance 3G
Nintendo Game Boy Advance 4G
Nintendo Game Boy Advance 5G
Nintendo Game Boy Advance 6G
Nintendo Game Boy Advance 7G
Nintendo Game Boy Advance 8G
Nintendo Game Boy Advance 9G
Nintendo Game Boy Advance 10G
Nintendo Game Boy Advance 11G
Nintendo Game Boy Advance 12G
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PRESS START

SATURN IS HERE!

It appears that the Saturn is closer than ever to being released. At the Las Vegas CES we were able to catch a glimpse of some of the Saturn games that are under development. These games, while still early, boasted unbelievable texture mapping and heavy-duty polygons. The shading on some of those has to be seen to be believed.

Once you look at the stats of this mega-machine, you will get a good idea of the power it boasts. Two 32-Bit RISC chips newly developed by Hitachi are used as central CPUs. The chip's official name is SH7804. Specs: 25 MIPS, (at 28.7 MHz), 4 Kbyte cache memory, 32-bit DSP processing, and over 450,000 transistors. Suited for 3-D computations, Saturn's architecture enables the processing of 900,000 polygons per second. Seven other graphic and audio processors are also used. Through simultaneous parallel processing by all nine processors, performance is claimed to reach 800 MIPS. Saturn's performance is said to reach 64-bit levels.

Saturn features the first synchronous DRAM for a home system. This DRAM was developed for high performance work stations and enables faster access than conventional RAM. A total 36 megabits (4.5 MB) of this RAM are used for sound, CD-ROM buffer, etc. Saturn shows great potential as a multimedia machine.

The CD drive is double speed for faster access and transfer. It is controlled by its own RISC CPU (Hitachi SH1 16 MIPS RISC chip) for more speed enhancement. An optional device for viewing video CDs (MPEG compression) is also in consideration.

In mid-February, Sega will be holding meetings with approx. 100 invited software developers. Sega is said to be www.sega.com for development and sales. Aggressive user-oriented promotions are planned. Welcome to the next level, Sega.



Action Game* features a tin man knight taking on many strange enemies.



Fly through a fantasy-type world in 3-D Shooting Game*



Soccer Game* is a realistic simulation of one of the most popular sports ever.

SEGA CHANNEL!

The Sega Channel is ready to roll out. Just think: 50 games a month to play to your heart's content. You'll get to preview soon-to-be-released titles, there will be game tips, sega news, contests, and promotions. Plus, there will be titles made just for the Sega Channel!

Just use the on-screen menus to pick your favorite game genre, and choose your game from there. After a brief wait, your game will be downloaded to you. And while you're waiting, you'll get the news on the latest Sega products.

The Sega Channel simply requires two, 2 MHz non-contiguous channels to deliver programming. We were able to get a sneak preview at what the Sega Channel was all about. The menus were loaded with games, and we were ready. It seems like the Sega Channel will be a hit.



Pick your favorite type of game at this menu and load it right up!

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1993**

**Game
Informer**

**ELECTRONIC
GAMES**

and runner-up in

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**Not Many Left
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Data East awards information on **Shadowrun** in article 88
hours per day on the Computer Business Journal in the
world's largest information source for the computer industry.

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PRESS START

MEGA JET LANDS!!!

Way back in issue #50, we showed you a nifty item called the Mega Jet in the International section (page 60). The Mega Jet was a sort-of-portable Mega Drive that was connected to the planes of Japan Airlines (JAL). You could rent the games for the duration of the flight or bring your own.

Now, Sega of Japan has announced that they are releasing it to the public on March 10, to the tune of ¥15,000 (\$130). It will come with a mono DIN plug cord (3.5 meters), a stereo DIN plug cord (is available separately) and an AC Adapter. The game slot is on top of the system, and it has six buttons for control. This portable Mega Drive does not have its own screen, nor is it compatible to the Mega CD, MCD2, Mega Modem, or the cordless pads.

It's a smaller form of the classic Mega Drive design, similar in function to the CD-X, but this system has no CD-ROM, or the ability to accept one. So why would anyone want to have one of these gadgets anyway?

Well, it takes up far less space than



The new TV Tuner for the Game Gear might reach the States.

the older Mega Drive system, and if you have a TV in your car (like some of the latest models offer) you can plug the power supply into the cigarette lighter and play your games on the go. It should be noted, however, that although the MJ is a hand-held unit, it does not and cannot run on batteries.

With the CD-X coming out, it seems highly unlikely that the Mega Jet will ever surface in our part of the world.

Overall, it looks cool. If you're a gadget junky and must own every system, here's a knock-kneek for your collection.

THE SEGA MEGA-JET



MEGA JET

THE SUPER LINK!

Taking advantage of the popular wave of multi-player games, Bullet Proof Software is introducing their Super Link for the Super Nintendo. This item will function like the tap currently available from Hudson Soft. The Super Link is a little bit larger than a cassette tape, and it contains four ports for your controllers. Its relatively small size makes it less chunky than the other, bigger multi-player adapters.

The Super Link is compatible with all the multi-player games, such as NBA Jam, Berkeley Shut up & Jam, World Cup Striker, The Palace Keepers, Fire Sticker, EA Soccer, Madden NFL '94, EA Welsh Football, NHL Hockey, and a lot more. So if you're interested in playing your games with a bunch of your friends, you might consider the Super Link.



Bullet Proof Software's Super Link adapter is great for multi-player games.

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DESTROY
ALL ENEMIES
AND
PROGRAMMED
TO SHOW

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weapons!
Superhuman
android reflexes!
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the Ninja Arts!
And burning
for
combat!

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NINJA WARRIORS

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Three androids built for power and programmed to conquer. Each armed with diamond sharp steel, they turn their bodies into raging cyclones--leaping, kicking, and slashing through wave after wave of enemies. More than human, more than machine--they are the last Ninja Warriors!

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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SKATIN'.

HIT



WARNING

DON'T EVEN THINK ABOUT SKITCHIN' FOR REAL. EVEN THE RADDOST BLADER DOESN'T WANT TO END UP AS ROAD KILL. ENJOY A LONG LIFE, DON'T RISK IT.



CHIN.



BITCHIN'.



SKITCHIN'.

REMEMBER ROAD RASH? THE BAD BOYS WHO MADE RASH ARE BACK TO THRASH IN SKITCHIN'.

GRAB YOUR SKATER, STEAL A RIDE ON A CAR BUMPER, AND
YER OFF. PICK UP WEAPONS, BASH YOUR OPPONENTS, EARN
MONEY, REPLACE YOUR EQUIPMENT, TAKE A JUMP AND PICK A
TRICK FOR BONUS CASH. EVEN SKITCH THE COP CARS IF YER
FEELIN' LUCKY. SKATIN' & HITCHIN' - SKITCHIN'. IT'S BITCHIN'.



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Electronic Arts®

ARCADE ACTION

EGM EXCLUSIVE!

SUPER STREET FIGHTER 2 TURBO by Capcom

Stop the presses!! EGM has done it again! Here for the first time anywhere are pictures and moves from Capcom's upcoming Super Street Fighter 2 Turbo! Get ready to rumble street fighters, this one looks to be Capcom's best ever!

As the name of the game implies, Super SF 2 Turbo is substantially faster than its predecessor. Capcom has obviously heard the beleaguered cries of the players who liked the speed of the earlier SF 2 Turbo. The speed increase is, once again, immediately noticeable.



Hoo-Booy!! Ken now has a mid-air throw! This is a deadly move for poor Ryu!

Also of note is the new moves that each of the World Warriors now possess. Each character has an average of three or more new attacks which include a new technique known as the "Super Combo." To use the Super Combo, you must rely on a small meter located at the bottom of the screen. After using various attacks, the meter will begin to fill up. Some moves will make the meter charge faster than others. Once the meter is filled, the word "Super" will flash, signaling you to use the Super Combo that your character possesses. Each character's Super Combo uses a specific joystick/button combination that the player must execute. The results of these combos are devastating!

Finally, there is supposedly a new super-character who is now the end-boss of the game! Yes, that's right, it could be the fabled "Grand Master!" The game is still in the preliminary stages, but from what we've seen it looks to be a real knockout!!—

Special thanks goes out to Michael Borg, Manager of Super Just Games in Northbrook, Illinois for all his help! Thanks for the pizza, guys!



Chun Li displays her new and improved jumping kick to her good friend, Sagat.



Honda's new "Chicho" body throw will make your opponent cringe with fear.



To knock his opponents out of the air, Dhalsin now has a high Yoga Fire!



Defeat an opponent with a sure-kill move, and a flash of light appears!

AAMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION

GIVE YOUR BUDDY THE BOOT!

Join Bubble and Squeak on their adventure to the enchanted land of Grod from the evil Kat of Nine Telle. Collect gems and coins to buy freedom for Squeak's friends and bubble gum for Squeak. Explore vast levels filled with nasty creatures, wicked traps and plenty of excitement!

Using teamwork and imagination, conquer the worlds of the Stardust Caverns, the Neverglade and Metropolis. But be careful—the Red Grewlers, Flying Elephants and Biker Ducks are hunting you down! You'll need to use all of your skills to defeat them and bring peace back to the magic realm.

- Scan feature allows you to see upcoming dangers and traps.
 - Pick up and place objects to gain access to new levels.
 - Earn valuable coins and gems in the Bonus Games.
- Launch Squeak into action to remove enemies from the path.
- Special power-ups allow you to jump or fly with Squeak.



SUNSOFT

MYSTERY CHARACTER



Zangief's new Barashing Punch not only deflects fireballs, but inflicts lots of pain.

Here's a little something to start your collective mouths watering. Seen here is the top secret pictures of the alleged new boss in Super Street Fighter 2 Turbo. Who is this guy? Where does he come from? Who does his hair? Supposedly, he has all of the powers of Ken and Ryu, plus some new goodies thrown in for good measure! Anyway, remember that you saw him first in EGM!



Dashing Upper Cut

BALROG

Charge back, then forward, back, forward and punch.



Knif Pruss Nightmare

BISON

Charge back, then forward, back, forward and kick.



Grand Shave Roll

BLANKA

Charge back, then forward, back, forward and punch.



Spin Dive Smasher

CAMMY

Down, diagonal-forward, forward, down, diagonal-forward and kick.



Thousand Burst Kick

CHUN-LI

Charge back, then forward, back, forward and kick.



Carnival Hook-Kick

DEE JAY

Charge back, then forward, back, forward and kick.



Yoga Inferno

DHALSIM

Back to forward (180° rotation), repeat 2x, punch.



Grand Blazing Flame

FEI LONG

Down, diagonal, forward (fireball), repeat 2x, punch.



Double Summersault Kick

GUILE

Back diag down, forward diag down, Back diag, down, up diag and Kick.



Super Killer Head Ram

HONDA

Charge back, then forward, back, forward and kick.



Violet Dragon Punch

KEN

Forward, down, forward down diag, forward, down, forward diag, Punch.



Vacuum Hurricane Punch

RYU

Down to forward (fireball), repeat twice, then Punch.



Tiger Genocide

SAGAT

Fireball motion, down, down diag, forward and then Punch.



Double Typhoon

HAWK

Spin the lever a full 360°, repeat, then Punch.



Rolling Izna Drop

VEGA

Repeat Guile's combo, and when airborne hit Punch.



Final Atomic Buster

ZANGIEF

Spin the lever a full 360°, then hit the Punch Button.

MORTAL KOMBAT II by Midway

The latest version of the hot new fighting game is currently circulating through arcades. The changes aren't as extreme as the leap from 1.1 to 2.1, but there are a few new features and differences. One notable difference is the amount of blood in the game. It has actually increased! Almost every move leaves loads of blood soaking into the floor. The other main features are: the random character select, disabling throws, and new finishing moves. Is this the last update or will it go to 4.0? We'll inform you first of any changes!



Randomly select a character by pushing up and press the start button.



Disable throws at this screen by pressing down and high punch.

NEW FATALITIES, "Pit," and HIDDEN CHARACTER



FATALITIES

You can now perform Raiden's second fatality by charging high punch for three seconds and releasing it near your opponent.



An Sheng Tsung, hold low punch for about 30 seconds and release it a few paces away, turn into Kintaro, and finish them.



Joining the other two hidden characters, Jade and Smoke, is Noob Saibot. This shadow of a character has a spear like Scorpion and Smoke, but isn't as fast as the gray rings. You can get to him by picking up 50 wins in a row.

This new "Pit" was just added to this version. Like the other two, it counts as a fatality or finishing move. The movement is the same for ALL characters. Simply hold down the low punch and low kick while doing an uppercut.



MORTAL KOMBAT II

Hey kids!

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There are really cool prizes for you in The Software Toolworks "Out Of This World Sweepstakes." Drawing is scheduled on or about July 1, 1994. Entries must be postmarked no later than May 31, 1994. So, enter to win now!



Grand Prize



Complete Cynergy™ MPC™ CD-ROM computer system from Swan Technologies plus software (see rules) and a \$1,000 Shipping Spritz! Total retail value \$3,300

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From The Software Toolworks!



You must rescue Mario from the evil Bowser in a way cool geography adventure with all your favorite Mario Bros. characters! Available on NES®, Super NES®, Macintosh®, IBM® PC & Compatibles and IBM CD-ROM

Travel through time and meet Chrysetra, Thomas Edison, Ben Franklin and more with Mario and the gang! Available on NES, Super NES and IBM PC & Compatibles

1st Prize

One Schwinn High Perform adult mountain bike and one Schwinn "Z" bike for kids to 20 winners.



2nd Prize

A Set of Macblade 19-Inch skates for Rollerblade complete with protective gear plus to 20 winners



3rd Prize

One Flik Flak watch from the makers of Swatch to 100 lucky winners



Enter The Software Toolworks
OUT OF THIS WORLD Sweepstakes

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Address _____
City _____ State _____ Zip _____
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Signature _____

To enter: Send your name, address, city, state, zip code, phone number, age, and the watch. Cut off first word Sweepstakes on a 3x5 card or computer. By entry here you enter only in the Software Toolworks Out Of This World Sweepstakes, PO Box 5000, Haverhill, MA 01830-5000. All entries must be postmarked no later than 5/31/94.

THE SOFTWARE TOOLWORKS "OUT OF THIS WORLD" SWEEPSTAKES. Drawing is scheduled on or about July 1, 1994. Entries must be postmarked no later than May 31, 1994. So, enter to win now! There are really cool prizes for you in The Software Toolworks "Out Of This World Sweepstakes." Drawing is scheduled on or about July 1, 1994. Entries must be postmarked no later than May 31, 1994. So, enter to win now! There are really cool prizes for you in The Software Toolworks "Out Of This World Sweepstakes." Drawing is scheduled on or about July 1, 1994. Entries must be postmarked no later than May 31, 1994. So, enter to win now!

ALIEN VS. PREDATOR by Capcom



As you can see, you'll encounter more than one type of alien during the game.

In an EGM exclusive, Capcom has announced their awesome Alien vs. Predator arcade game. Out by press time, Alien vs. Predator looks to be everything you'd expect from the makers of games like Street Fighter 2 and The Punisher!

With the ability to accommodate up to three players, this con-munching

monolith will definitely attract lions of gamers. Pick and choose between two types of characters which include Cyborgs or Predators. You'll notice that the aliens have a variety of forms and functions. For example, there are the huge Royal Guards and the stealthy Warrior aliens. Each is different in the ways that they attack. Nice touch!



As the Predator, you will have access to all of the weaponry in his arsenal!

To add the icing to the proverbial cake, the sound is provided by Capcom's incredible Q Sound, which will blow the head off of your obnoxious little brother at 15 paces!

Capcom's arcade games are known for their excellent playability and replay value. Alien vs. Predator will not disappoint gamers!



There are two types of characters to play as: Predators and Cyborgs.

D&D TOWER OF DOOM by Capcom



Secret rooms filled with useful items are scattered everywhere!

As you probably will recall, we reviewed Capcom's D&D Tower of Doom back in EGM 354. Now with the game's impending release, we talked to the game's prime developer, Alex Jimeret. Alex, who has been a role playing maven for the past 19+ years, is extremely proud of D&D Tower of Doom. "It's the first fully authorized role-playing video game anywhere."

After Capcom obtained the licensing agreement with TSR (the grandfather of role-playing games) Alex spent the next few years creating the first non-linear video RPG ever to hit the market!

What's the coolest thing about D&D Tower of Doom? "You can finish the game and immediately play it again, and it will be an entirely new story. You will be able to take many different



Carefully figure out the solutions to the many obstacles barring your path!



paths to get to the same ending, each path will yield something new," Alex said.

D&D Tower of Doom should be in the arcades as you read this. This is one game that you really shouldn't pass up! Great job, Alex!

Wolfenstein 3-D



"BANG FOR THE BUCK...0....THIS IS ONE OF THE FIRST TRULY ORIGINAL GAMES TO COME ALONG ON THE SHES IN A LONG TIME.."

VIDEO GAME MAGAZINE-Jan. 1994

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"FUN FACTOR -5.0- WOLFENSTEIN 3D IS A MAJOR BLAST! ITS ONE OF THOSE GAMES THAT'S SIMPLE IN DESIGN, EASY TO CONTROL AND A HECK OF A LOT OF FUN."

GAME PRO MAGAZINE DEC. 1993

LICENSED BY

Nintendo



LETHAL ENFORCERS 2 GUNFIGHTERS by Konami



The villains are Konami employees who were digitized into the game!

Another EGM exclusive—Konami has just announced the release of the second game in the Lethal Enforcers series, *Lethal Enforcers 2 Gunfighters*! If you liked the first *Lethal Enforcers*, you're gonna love this game!

Set in the Old West, your job is to rub out a band of gunslinging villains! This is obviously a lot harder than it sounds,



Take careful aim at these mounted desperados or they'll blow you away!

though. There is great variety to the progressively harder levels. One level takes place in a saloon, while another takes place alongside a moving train! You won't get bored playing this coin-muncher! There are even bonus levels after certain areas, which are great for getting some practice with your trusty sidearm!

And speaking of your gun, *Lethal Enforcers 2 Gunfighters* comes with a new gun which recoils every time you shoot! This little goodness adds to the realism of the game, while still allowing complete control and accuracy. Reloading your weapon is really easy, thanks to the off-screen loading concept taken from the first *Lethal Enforcers*.

The graphics have been cleaned up in this version of the game. The play action is smooth and surprisingly realistic. Oh, and before I forget, Konami told us that in all likelihood, this game



Keep an eye on your ammunition supply (lower left) so you don't run out!

will in fact be released for the home market soon after its arcade release! Cool! I wonder about the blood though, hmms...

Anyway, *Lethal Enforcers 2 Gunfighters* will be a big hit in arcades, bars, and anywhere else people crave excitement. Pick up your six-shooter and give it a try!



The graphics have been improved since the first *Lethal Enforcers* game.



Lethal Enforcers 2 proves to be even better than the first game!



In the bonus rounds, you'll have a chance to improve your shooting.



As with the first *Lethal Enforcers*, you can pick up weapon enhancements.



Defeat this Boss, and you'll be treated to a graphic display of special effects!

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BIGGER

BETTER

LOUDER

MEANER



MIDWAY

SEGA CD

Acclaim
ENTERTAINMENT INC.

Capcom's Street Fighter II®
Special Champion Edition
Ryu takes a bite out of
Sagat when you use his
Dragon Punch.



Greatest Heavyweights
This round is over
when you left jab the
big bruiser.



OF ACTIVATOR.™ THEN IT WILL HIT THEM.

You
didn't.

He's sitting over there moving his

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thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

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H E N E X T L E V E L

INTERNATIONAL OUTLOOK

13 GAMES PREVIEWED!!!

Sonic Drift, Bare Knuckle 3, Pro Wrestling Revolution, Dynamite Heady, Fighter's History, Outrunners, Super Fire Pro Wrestling 3 Easy Type, plus lots of 3DO!

INTERNATIONAL NEWS

Hey there! Guess what? I've been all over Japan this month looking for any little tidbits that might interest you. First off, I've got you some really good info on the eminent release of Matsushita's (Panasonic) 3DO REAL player in Japan. The system should be out by the time you read this. It will not have a pack-in game with it, which is surprising. I've got some info on Japanese releases as well. Some familiar names include Ultraman and Wacky Races.

I also got to see a show put on by Square Soft. It was there that they showed their latest games like Final Fantasy 1 & 2, which is a remake of the first two Famicom carts on one 8-Bit cart. They also had Final Fantasy VI on display, and were wow-ing audiences. They also had the soundtrack of the new characters.

I also attended a show by artist Akira Toriyama, the guy who created Dragon Ball Z. There were lots of nice knick-knacks for fans of the manga and anime.

There's a few less add-ons this issue, but I thought you'd like to see more games. Once again, I hope you like what I've dug up. None of this was easy. Enjoy!



WORLD NET

Sega of Japan

Sonic Drift

Game Year	GAME GEAR
Driving	100% 3D
March 18	¥3,800

Taking a cue from Mario, Sonic and friends take on Robotnik on go carts. You get your choice of four characters: Sonic, Tails, Amy (from the Japanese GD), and the evil Doctor himself. Each cart has different performance specs like dash and jump. There are 18 courses in all. The best times for each course are recorded so time trials should be exciting. Useful items can be scooped up and used to gain the lead. Besides the cool GP Mode against the computer, there's also a Free Run where two players can go up against each other. It's quite possible that the cart might come here.



Choose from Sonic, Dr. Robotnik (AKA Eggman), Tails, and Amy Rose!



Select one of the many tracks and try to get the best time. Beat your records!



Sonic's new racing game is loaded with strategy and tricks at your disposal.



A close-up, high-contrast image of the Hulk's face. His eyes are glowing with a bright green light, and his skin is dark. The background is a dark, mottled purple and blue. The text is overlaid on the top half of the image.

**HE'S BIG.
HE'S MEAN.
HE'S GREEN.**

**AND
HE'S GOT ONE BAD ATTITUDE!**

COMING TO YOUR VIDEO GAME STORE IN APRIL

It all began when

I pushed the start
button on my new

asciPad SG-8. There
was this gigantic flash, and
suddenly, I was floating in
space. Just then, hundreds of
vicious alligators solar-surfed past me,

heading towards Earth. If you've never seen
an alligator with an attitude, trust me, they're
scary. Lots of teeth, and they're not vegetarians.

"We're sick of our swamp planet," they snarled.

"We're taking Nebraska!" I live in California, so I'm
thinking, "So what?"—but then I remembered my

buddy Travis, from Omaha*. Besides, sooner
or later, I knew they'd add Los Angeles to

the menu. So, the fate of the World was
in my hands. Actually, a Fighter Stick

was in my hands—so I flicked on the
slow motion control to buy some

time. Just then, a spy satellite flew
past, with —get this—a laser
cannon. I plugged the cord in,
switched on turbo fire and
blasted those Hards at over
30 shots per
second.



Power Glitch



Super Advantage (SAS) is close on your heels
to revolutionize control — but they don't have
our technology. It's why the Aqua Turbo and Super
SAS



asciPad SG



osoftPad (press Turbo) is a...
...that saves the world a...
...osoftPad



HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

Fighter Stick (2...
...osoftPad



Soon, I had 'em all rounded up, and boy, were they faced.

I showed them the secret weapon. "This is a Fighter Stick" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciware enhanced controller, we'll never truly be safe.

ASCIWARE

Fighter Stick (2...
...osoftPad



Fighter Stick (2...
...osoftPad

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Ride your motorcycle through the streets while fighting off other bikers.



Sammy gets mauled by one of the deadlier Bosses in this fighting cart.



Fight female ninjas in the bar. They bounce around a lot as a diversion.



When you find a sword, ruthlessly tear the enemies apart.

Sega of Japan

Bare Knuckle 3

Mega Drive



Fighting

March

\$7,900

We first showed you Bare Knuckle 3 a few issues back, but we thought you'd probably want to see a bit more of this awesome fighting cart. While it has yet to see the light of day in the States, Sega of America said they would be bringing out Streets of Rage 3 at the Summer CES.

The four warriors—Axel, Blaze, Sammy, and Zan—each have a whole slew of moves, not to mention the ultra-cool combo moves that involve a second player. For example, Axel has got a Dragon Smash, and the Grand Uppur. All the moves are really impressive, involving lots of animation.

Bare Knuckle 3 has multiple plot lines, and different endings depending on who you are, and where you go. There's also a two-player mode where two players can go up against each other. They can even be the same player.

Bare Knuckle 3 is one of the best side-scrolling fighting carts of all time. Hopefully it won't be too long before we are playing it on those shores. Think you can handle it?



This noon Boss has an electrifying effect on everyone he meets.



You can fight it out in a two-player versus mode. Be the same fighter!



You'll be forced to take on entire armies of roving thugs and hoodlums.

THE FOUR FIGHTERS

AXEL

Axel, the star of the first two games, returns in this awesome sequel.



BLAZE

Blaze also returns, and she's more powerful than ever with lots of great moves!



SAMMY

Sammy is a bit older now since his debut in part 2. He still has those skates, though.

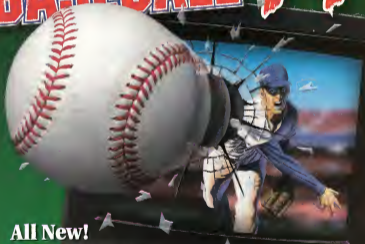


ZAN

This old greaser is also a highly trained combat cyborg!



RBI '94 BASEBALL



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Smoother!
And it's coming
at you in April!**



GENESIS™



TENGEN

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INTERNATIONAL NEWS

Square of Japan put on a show for their fans by previewing the latest games they had to offer. Most eagerly anticipated, of course, was Final Fantasy VI, which drew large crowds. Also on show was Final Fantasy 1 & 2 for the B-Bit Famicom. As a special treat for fans, this cart is essentially a two-for-one cart. Among these titles, Square also had Final Fantasy memorabilia to wow the fans. The most outrageous object had to be a giant robot that appears in the latest of the series. Some of the more common items ranged from pins to some terrific music CDs. All in all, I had to say I had a great time at the show.



Two CDs were available for listening. The tunes were awesome.



WORLD NET

Jaleco of Japan

Pro Wrestling Revolution

Super Famicom	
Sports	
April/May '94	¥9,800

Jaleco's come up with a unique way of capturing the excitement of wrestling matches. The game screen is split into three parts during a match. The center strip, which shows the two wrestlers squaring off from a distance, is used for the actual game play. The top and bottom strips show close-ups of the wrestlers. When one player manages to connect with a power move, like a back drop, the close-up expands to two strips to catch all the action. Any of the 16 wrestlers can be selected for spectacular bouts. As each wrestler has different moves, there can be a lot of experimentation. It can be four-player, too!



Pro Wrestling Revolution brings realistic wrestling into your home.



The action is in your face so you can see everything—whether you want to or not!

Jaleco of Japan

Dynamite Headdy

Super Famicom	
Action	
Unknown Release	Unknown Price

Here's the newest game under development by Treasure, the team responsible for the most excellent Gunstar Heroes and McDonalds. This colorful action game stars Headdy, a cast-off junkyard robot out to save his scrappy friends from a wrecking crew who has swept them away on a scrap collector robot. Headdy, being junked, has a few screws loose, so he can throw his head eight ways to inflict damage. He can even replace his head with over 10 attachments, like a Hoover unit that sucks in oppo-

nents and items. In a pinch, Headdy can throw his claws and hook them on objects to pull himself up over ledges.

Featuring all the bright, cartoony graphics coupled with crisp responsive game play, and imaginative game design that made Treasure's first two games real treats, Dynamite Headdy deserves your attention.



Headdy's a brand new hero for the Mega Drive!



Dynamite Headdy is a colorful adventure with lots of stuff to dazzle you.



Headdy will have to fight in all sorts of places to save his friends.

Don't your thumbs...

...need a rest?

WHEN WAS THE LAST TIME you played a video game that challenged your brain's reflexes instead of your fingertips? How long has it been since you've built armies to conquer foreign lands, sailed the oceans in search of exotic treasures or battled enemies out to destroy you?

It's been a while. KOEI would like to offer you a solution. After all, KOEI makes the PC's that challenge you to think before you act, be it on the battlefield, in the airline boardroom, or aboard ship. And now for a limited time — we'll give you a FREE t-shirt featuring KOEI's upcoming WWII game *Operation Europe* when you decide to make the change.

With exciting titles like *Aerobiz*, *Indio*, *Nobunaga's Ambition* and *Uncharted Waters* to select from, you can give your thumbs the rest they deserve and work on bulking up that brain of yours!

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EUROPE T-SHIRT!**

Purchase any game title listed below and we will

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 - ▲ Gemfire
 - ▲ Indio (Super NES only)
 - ▲ Nobunaga's Ambition
 - ▲ Romance of the Three Kingdoms II
 - ▲ Uncharted Waters
- IBM**
- ▲ Genghis Khan II
 - ▲ Romance of the Three Kingdoms III



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GENESIS



SUPER NINTENDO

INTERNATIONAL OUTLOOK

Data East

Fighter's History

Super Famicom



Fighting

May '94

Unknown Price



For hard-hitting action, take a look at Fighter's History by Data East. Boasting pristine graphics, lots of characters, and amazing moves, this title would impress any fighting fan. It even has an old Data East hero in it. Do any of you remember Kamov?

It's unlikely that we'll ever see this game on our shores, since there's a lawsuit going on between Data East and Capcom. It seems that some of the features of this game resemble Street Fighter 2 a bit too closely. If it ever does come out, you might want to take notice of this one. Fighter's History looks impressive.



Fighter's History is an all-out fighting extravaganza for fighting enthusiasts.



The famed Russian Kamov makes an appearance in this fighting cart.



Select from a number of different vehicles for the best performance



Watch out for the other cars on the road. They'll force you off right into a ditch!

Sega of Japan

Outrunners

Mega Drive



Driving

May

\$7,800

Sega's latest driving extravaganza is almost here! This hot racing cart is 16-Meg in size and can be a two-player game, via split screen. As you can tell by the screen shots, this cart doesn't hold back in the graphics department. Like the arcade versions of the Outrun and Outrunners game, this home title is a fast-paced race through scenic areas. Your car can be automatic, or—for better acceleration—it can have a manual transmission. Expect it to smoke its way to the NO (soon)!



Follow the circuit to finish the race. Outrunners will run you ragged.



There are a lot of different tracks to drive on. Each one has its own hazards.



Try to finish the race. If you can, you'll get the kudos from the crowd.

Cao Cao

Nobunaga

Genghis Khan

It took 1400 years,
but we finally
got them together!

Imagine this, three of history's most ruthless and ambitious leaders, all in one room. Now, throw in the fact that all three are looking toward world domination with massive armies following their every command. Sounds interesting, doesn't it. This winter, Koei's bringing Genghis Khan, Nobunaga and Cao Cao together to a stage near you, and it's going to be exciting. After all, Genghis Khan is out to lead his

Mongol hordes victoriously across Asia and Europe in **GENGHIS KHAN II: CLAN OF THE GREAT WOLF**; Nobunaga is seizing control of Japan in **NOBUNAGA'S AMBITION** and Cao Cao's devising new ways to reunite China after the collapse of the Second Han Dynasty in **ROMANCE OF THE THREE KINGDOMS III: DRAGON OF DESTINY**. The contest for world domination is about to begin!

Genghis
KHAN II



Nobunaga's
Ambition



Romance III
of The Three Kingdoms
DRAGON OF DESTINY



Sega Genesis version shown

KOEI

KOEI Corporation, 1350 Brynthon Highway, Suite 440
Burlington, CA 94010

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SEGA GENESIS

SUPER MARIO BROS.

INTERNATIONAL OUTLOOK

THE LIFE STAGE BY Microcabin of Japan



Try to create shows to save a run-down theatre from destruction.

Tatoozin BY Synesty of Japan



Play as a hunter-killer robot in a maze-like enemy fortress. Vary intense.

Ultraman Powered BY Sealed of Japan



Like the BFC Ultraman games, you can fight all sorts of rubber monsters!



This game uses digitized graphics, and even has scenes from the show!

3DO TITLES IN JAPAN

EGM brings you the latest news on the 3DO REAL system by Matsushita (Panasonic) in Japan. Here's a few games to expect...

BURNING SOLDIER BY Puck in Wides of Japan



Play as a gunman in a fighter in space. Blast off into intense action.

WACKY RACES BY Future Presses of Japan



Bet on races from the classic cartoon series. Lots of rendered animation.



Hummer of Japan

Super Fire Pro Wrestling 3 Easy Type

Super Famicom	
Sports	
New	¥7,900

First developed for the PC Engine, Hummer's Fire Pro Wrestling series has gained an enormous cult following among dedicated wrestling fans. This is a bit surprising as the characters are obviously blocky and stiff, and response is on par to molasses. Human's trademark game has captured the souls of real fans of the sport by providing up to 64 wrestlers with 26 realistic moves each. What's even better, four players can tap in and wreak each other! Imagine the excitement that'll follow when you have three of your friends trying to slam you in your living room! Since the other versions sort of frustrated players, certain moves have been reduced to the pressing of a simple button. Featuring easier controls than the earlier versions, and lots of ways to do moves, it's a sure bet that this can't will enthrall the fans once more. Fire Pro Wrestling 3 Easy Type most likely won't be seen on these shores, but you can bet a lot of Japanese players are loving it right now!



Spin your opponent around until he's too dizzy to stand!



Force your opponent to the mat and make him surrender with your moves.

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ULTIMATE FIGHTER



SN-0004

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JAPAN

IN SUPER MARIO BROS.



Don't you just hate people who love to throw? This game lets you extract your revenge. At the moment your opponent grabs you, tap the L or R button, then press it again and hold it. You'll get a nice attack out of it and really make 'em think twice.



THREE GAME MODES

Check out these game choices. The **Butoden Mode** lets you take part in an involving storyline; the **Yonkus Mode** lets one or two players engage in battle, while the **Budokai Mode** is a tournament with eight choice characters fighting to win.



One or two players can compete in the Yonkus Mode.



The computer randomizes the order in Budokai Mode.



METEO ATTACKS

Son Gohan	←	→	B	The Meteo attacks are very hard to whip out, but can be quite devastating. All these moves are accomplished by standing very close to your opponent. The Power Bar has no effect on damage or strength of the moves.
Vegeta	←	→	Y	
Trunks	←	→	B	
Piccolo	←	→	Y	
Son Goku	←	→	B	
Cell	←	→	B	
Cell Junior	None			
Zangya	←	→	B	
Bojack	←	→	B	
Brawley	←	→	B	



It's back and better than before! Dragon Ball Z Super Butoden 2 offers the same action and fun as the first game, but now has new characters, more detail in the backgrounds and the Ultimate Power Moves peck even more wallop! There isn't much need to go into detail over character moves since there is a handy Command Help Mode where you can see the moves to any character in the game. So this time around,

we're going to focus more on super strategies and special tips you won't find anywhere else.

Dragon Ball Z 2 features the same premise as other fighting games, but has enough interesting features to make it stand out above the crowd. First, the stars are from a very popular manga and anime series in Japan. Not surprisingly, the series' popularity is really catching on here.

Engage in one-on-one combat with other characters from the series. Those who've played the first game can remember the huge playing field. Well, it's still here but now the Ultimate Power Moves can be performed anywhere on the screen!

Each character has a new arsenal of standard moves as well. If you've got the original, or you're looking for something new, Dragon Ball Z 2 will, without a doubt, offer new thrills that wimpy street fighting games can't match!

DRAGON BALL Z

COMMAND HELP

At any time during the fighting, press start and then select. Choose which character you wish to learn by pressing A. Look at the names below for help in figuring out what their names look like.



Move down and highlight the choice shown. Now change the name by moving left or right and hit.

Select the move you wish to see and press A. Now it's easy to learn all the special moves.



CHARACTER NAMES

	孫悟空	セル	
Son Gohan	セル	Cell Junior	
	ベジータ	ザンギャ	
Vegeta	ザンギャ	ピッコロ	
	トランクス	ブジャク	
Trunks	ブジャク	ブレイ	
	ピッコロ	ブレイ	
Piccolo	ブレイ	ブレイ	
	孫悟空	ブレイ	
Son Goku	ブレイ	ブレイ	

BLOCKING

The Ultimate Power Moves are your worst threat in the game. Learning to block these moves is essential to winning. Follow the guide below to give yourself the advantage.



The Ultimate Power Moves are the most deadly effects in the game. One good block can really wreak havoc on your strategy.



When a player uses his Ultimate Power, you can resist with your own power. Just perform the move shown above and keep hitting the A button to overpower the blast! The Block is hard to pull off.

THE GOOD

This version is even better than the first. Improved graphics, sound and game play really make it great!

THE BAD

Alas, this terrific sequel may never make it to the U.S. It's a crying shame.

THE UGLY

Feeling your thumb turn to hamburger trying to block the Ultimate Power Moves.

TRICKS GALORE!

You want a game packed with tons of cool tricks to spice up the action? Dragon Ball Z 2 is it! One of the most exciting codes is being able to play as Son Goku and Brawley, two hidden characters. There's also a Speed-up Code, surrendering and even playing as the radar map man.

SECRET CHARACTERS:



At the opening demo, enter this sequence on controller 1:
UP, X, DOWN, B,
L, Y, R, A.



If you hear a voice, you did the code correctly. Now you're able to play as Son Goku and Brawley!

PLAY AS MAP MAN:



On the talking scene right before a fight, press DOWN on the pad five times to play as the man icon in the radar. Now try to play without getting confused.

FACT FILE

DRAGON BALL Z SUPER FIGHTEN 2

MANUFACTURER	# OF PLAYERS
BANDAI OF JAPAN	1 OR 2
DIFFICULTY	AVAILABLE
HARD	NON-JAPAN
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MB	N/A
THEME	% COMPLETE
FIGHTING	100%

FIGHT!

Now that you've seen what you're capable of, get out there and fight. You'll find out why Dragon Ball Z 2 is so hot.



TURBO MODE:

Hold L and R on controller 2 while turning on the game for turbo speed that's 1.5 times faster than normal.

RANDOM CHARACTER SELECT:

Enter the Budokai Mode and on the character select screen, hold X and press Select for random choices.

SURRENDER:

To quit out of a fight quickly, just press A, B, X, Y and Select buttons at the same time to end the match.

This photo *ain't* blurry.

It's just ***how you're***
gonna ***see me***

after I knock
your sorry ***self***
to the blacktop
and dunk
on your ***head***
ten times.



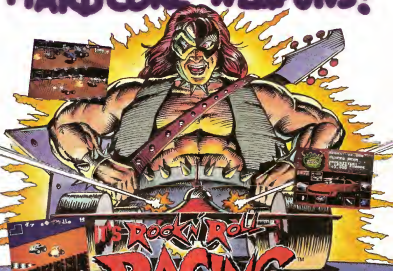
SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Coming soon for the Sega™ Genesis™ and Super Nintendo® Entertainment Systems.

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HEAD-TO-HEAD RACING
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Intelligent



CHEAT SHEET

Grind Stormer Tengen / Genesis

Slow Motion

If you would like to play the game in slow motion, just do this trick. Make sure you have a second controller with a Turbo (rapid fire) switch on it. Now, during game play, switch the Turbo on to the C button on the second controller. The game may now be played in slow motion!

Metal Combat Nintendo / Super NES

Real Mode

Now, you can select your starting difficulty level with this trick. To access the "Real Game Mode," just start your game and play up to the Battle Mode. Now, quit your game and then enter this code at the Title Screen: B, A, L button, L button. You'll hear a sound confirming the trick worked. The screen will now reset and turn red. You can now select your level of difficulty!



Madden NFL 94 Electronic Arts / Super NES

Game Genie Codes

You must have a Game Genie to make these work. DNA-5D0F - Touchdowns are worth 9 points. D5AE-E00F - Extra points are worth 7 points. D5AE-E00F - You'll always get a 1st down.

Mega Man X

Super NES Capcom

Collect the Fireball (Fireball)

Enter the code at the Password Screen and access the level shown in the picture five times to get the Fireball.



Now, you can collect a secret fireball weapon which destroys enemies in one shot! To do this, You must have defeated all the Bosses, have all the armor, Sub-Tanks and Heart Containers. At the screen where you select your stage, select Armored Armadillo's stage. Go through the stage and collect the Power-up at the top of the cliff before entering the Boss door. Then Go to the Weapon Select Screen and Exit. Repeat five times. On the fifth time, you will see a Power-up chamber. Go inside and get the ability to do a fireball. However, you can only do it if your Life Meter is full. You perform it just like Ken and Ryu's Fireball. ↑↘ - Kill the Bosses with one hit!



To make it easier, enter this code to get things you need.



Go through the level and jump onto this ledge to get the item.



Dr. Light will be dressed like Ryu from SF2. I wonder why?



You will have all of the items. Go to the Boss shown here.



After getting the item, exit and repeat this four more times.



After you take a shower in the chamber, you'll have a fireball!

T.M.N.T. Tournament Fighters

Super NES Konami

The Ness Code

Take controller 2 and put in the Hi-Speed Code. Then put in: X, UP, Y, LEFT, B, DOWN, A, RIGHT, X, BR. You'll hear Aska's voice.



This is the ultimate trick for an awesome fighting game! Now, you can play as the two Bosses in the VS. Battle Mode. To do this, you must first enter the code for Hi-Speed on the Title Screen with controller 2, which is: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. You'll hear



First, enter the Hi-Speed Code. Put in the new trick with pad 2.



At this screen, choose Keral and Pit King behind Shredder.

Aska's voice, confirming the trick worked. After you hear this, put in this code also with controller 2: X, UP, Y, LEFT, B, DOWN, A, RIGHT, X, UP. You will hear Aska's voice again. Go to the VS. Battle and to the left of Shredder are Pit King and Keral. You may now use them to fight!

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Do each character's special moves using different combos.

J.R.R. TOLKIEN'S EPIC SAGA



COMING SUMMER '94

PUT YOUR STRENGTH, ENDURANCE AND WILLPOWER TO THE TEST AS YOU JOIN THE FELLOWSHIP ON ITS EPIC QUEST TO DESTROY THE ONE RING THAT HAS THE POWER TO END MIDDLE EARTH.

BUT FIRST, YOU'LL HAVE TO OUTSMART THE EVIL LORD SAURON AND HIS MIGHTY FORCES. SO BE PREPARED TO ENGAGE IN FERCE COMBAT, TALK YOUR WAY OUT OF PERILOUS SITUATIONS, OR CAST A MAGIC SPELL IF YOU MUST.

LORD OF THE RINGS IS THE ULTIMATE FANTASY ADVENTURE ROLE-PLAYING GAME FOR THE SUPER NINTENDO ENTERTAINMENT SYSTEM. THERE'S NOTHING LIKE IT ON MIDDLE EARTH!



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THE RACE

WIN A TRIP TO THE WORLD'S

MAY 15, 1994. If you're an F-1 racing fan you know the significance of this date. You've probably dreamt about the thrill and excitement of attending a world renown F-1 racing competition, well now's your chance. This month UBI Soft and EGM have teamed up to sponsor the "Racing Fanatic's Dream of a Lifetime" Contest. Where, if you're the grand prize winner, in a few weeks you could find yourself on a plane to Monaco to view, first hand, the most elite F-1 racing event of the year.

OVER \$5,000 WORTH OF PRIZES!

1 GRAND PRIZE:

- A trip for two to Monaco and tickets to the Monaco Grand Prix

10 FIRST PRIZES:

- F-1 Pole Position for the Super NES

10 SECOND PRIZES:

- F-1 Pole Position for Game Boy

15 THIRD PRIZES:

- Die Cast Metal F-1 Racing Car Replica

20 FOURTH PRIZES:

- An EGM T-Shirt



ELECTRONIC
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SUPER NINTENDO
ENTERTAINMENT SYSTEM

CHEAT SHEET

MOST WANTED TRICK

This month's Most Wanted Trick is for the awesome basketball game, *NBA Jam*. Many codes have been found to access different characters. There have been sightings of a cheerleader dribbling the basketball on court in one of the demonstration screens of the Super NES version. There might be a code to play as the cheerleader on the Super NES and the Genesis versions. Can you figure it out? If you get this code before we do, send it in! We'll put your name in the magazine, and you'll get a free game for the (allowable) system of your choice!



The cheerleader has been sighted on the Demo Screen.



Try to find a code to play as the cheerleader in the game!

F1 Pole Position

Super NES | 001 Soft

Car Setting Tips

Check out this compilation of settings to help you out on the Monaco track. Experiment with these to get better lap times.



Here is a compilation of settings for the different machines to give you the advantage when racing in the Monaco circuit.

McLaren and Williams:

Steering - 3
Tires - A or B
Brakes - 4

Transmission - Auto
Suspension - 3
Gear Ratio - 3

Ferrari and Benetton:

Steering - 3
Tires - A
Brakes - 3-5

Transmission - Auto
Suspension - 4
Gear Ratio - 3

Wing - 4

Jordan:

Steering - 2
Tires - A
Brakes - 4-5

Transmission - Auto
Suspension - 3
Gear Ratio - 1

Wing - 5

Venturi and Footwork:

Steering - 2
Tires - A
Brakes - 4-5

Transmission - Auto
Suspension - 3
Gear Ratio - 2

Wing - 4

Here are some car setting tips for you to follow:

Auto: Pre-set setting by the computer. Will not give you the best performance.

Steering: Choose a low number for a track with many straightaways. Choose a high number for tracks with many turns and curves. The higher the number, the faster you can take the turn.

Tires: Type A/B is the hardest tire and will last the longest, but has low grip.



After choosing the Test Run mode, pick Course number 6.



In this mode, you should have the steering at a low number.



When you begin, get used to the way the car controls.

Type C/D is a softer tire, grips the track better, but wears out much faster. Use hard or medium-hard tires on a high speed track. Use type C or D on tracks with many curves.

Gear Ratio: 1 being the lowest ratio will produce faster acceleration, but a lower top speed. 7 being the highest, will give you a slower acceleration, but a higher top speed.

Gear Shift: Choose between automatic and manual. By using the automatic transmission, it will allow you to concentrate more on the road. Once you're used to manual transmission, though, you can use the gears to assist you in taking corners. Shifting manually is also faster than automatic.

Brakes: Don't use too much pressure when braking. A light touch will do. Using a low brake setting will be effective for all around racing and your



Once you pick a car, change it to the proper settings.



The suspension you choose is critical for turns and corners.



Once you get the hang of it, you'll be making better times!

Suspension: A softer suspension setting makes your car more flexible and is most effective on tracks with tight turns and corners. Use setting 4 or 5 on tracks with both tight corners and long straights. On fast tracks with many long straights, use setting 6 or 7.

Wing: Tracks with many tight curves require down force to keep them on the track. Use a high setting on tight tracks. Use a lower setting on fast tracks, or tracks with many straightaways.

Pit Work: The different pit settings determine how much work will be done on your car in a pit stop.

Recommended Setting:
Fast Track: Steering (2), Tire (B-C), Gear (5-7), Brakes (2), Wing (5-7)
Tight Track: Steering (1-2), Tire (C-D), Gear (4-5), Brakes (2), Wing (6)

COLUMNS



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If you've ever played Columns, then you know it's as hard to put down as a box of chocolates. But up until now it's been a fairly private habit. Not anymore. We've made Columns a free-for-all for you and four of your closest friends. Of course, if you prefer those private moments, you can still go solo. In the meantime, we'll tell your buddies that **Columns III** plays for five.



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CHEAT SHEET

Fatal Fury Special SNK / Neo-Geo

Ryo's Moves

If you've done the trick to play as Ryo Sakazaki (shown below), then you will want to know how to do his moves. Here is a list:

Tiger Fireball: $\nabla \blacktriangle$ with the A or C button

Flying Kick: $\nabla \blacktriangle$ with the B or D button

Zanmetsu-Karc: Press the C button rapidly.

Death Fireball (takes off half of your foe's energy): $\blacktriangleright \blacktriangle \blacktriangle \blacktriangleright$ with the A or C button

Secret Special Move: $\nabla \blacktriangle \blacktriangleright$ with the B and D button together. Your energy bar must be flashing red to do this move.

Metal Combat Nintendo / Super NES

Play as the ST Tornado

To play as a totally new ST with a different attack method, just do this easy trick. Go through the normal training and then reset the game. When the Title Screen appears, press on the control pad: B, A, B, Y. You will hear a sound, confirming the trick worked. Now, when asked to continue, choose, "NO" and you will get the choice of the Falcon or the Tornado!

Play as the ST Tornado

To raise your current standings in the game, just go to the Title Screen. Take controller 1 and press the L button, R button, L button, and R button again. This will give you access to a blue screen that gives you the Data Clear options. Just follow the instructions.

Fatal Fury Special

Neo-Geo SNK

Secret Special Moves

Take a look at the way to do these moves. Move the stick in the direction of the arrows to and press the two buttons.



Here are the secret fatal moves for each of the new characters in Fatal Fury Special. Your character's life bar must be flashing red to do the moves. Look at the pictures provided. Move the joystick continuously in the direction of the arrows and then press the two buttons shown simultaneously.



Laurence's Death Sword is: $\blacktriangle \blacktriangle \blacktriangle \blacktriangleright$ B & D.



Duck's Break Dancing Back Breaker: $\blacktriangle \blacktriangleright \blacktriangle \blacktriangleright \nabla \blacktriangle$ B & C.



Tung Fu's Spinning Muscle Man is: $\blacktriangleright \blacktriangle \blacktriangleright$ with B & C.



Billy's Burning Fire Circle is: $\nabla \blacktriangle \blacktriangle \blacktriangleright \blacktriangleright$ with A & C.



Axel Hawk's "Bust You Up" move is: $\blacktriangle \blacktriangle \blacktriangleright \blacktriangleright$ B & C.



Geese's Lightning Cage Blast is: $\blacktriangleright \blacktriangle \blacktriangleright \blacktriangle \blacktriangleright$ with B & C.



Krauser's Kaiser Wave is: Hold \blacktriangle for 2 sec. Then ∇ A & C.

Fatal Fury Special

Neo-Geo SNK

Play as Ryo Sakazaki

Loss to Ryo and save with a memory card. Wait for the Game Screen and put in the code to play as him.



To play as Ryo, you must first lose both rounds to him with any character. Choose NOT to continue. After the game is over, you must save with the memory card. Now, wait until the Title Screen appears. When the demo demo starts, put in this code: UP, LEFT, DOWN, RIGHT, UP, A, UP, RIGHT, DOWN, LEFT, UP, C. If you hear a



Loss to Ryo and save. Do the code on the Demo Screen.



If you heard Ryo's voice, you will get two options at the title.

new voice (Ryo's), you've done it! The Title Screen will appear again with two new options: You can choose player 1 against the computer (but you can't play as Ryo with this option), or you can choose Player 1 against Player 2, in which you can both choose to be Ryo and fight each other. With this, six lives will be added to the playable fighters.



In a two player match, you can both choose to be this fighter!

Golf's just a couple of simple steps!



Yeah right!

So simple you've taken three swings at the ball and it hasn't left the tee yet. So simple you've dug a hole five feet deep trying to get out of the sand trap. So simple you've landed smack behind a huge tree you didn't see before. And so simple you're up to your knees in water trying to pull a ball out of the lake you thought you overshot.

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SCRATCH GOLF



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CHEAT SHEET

Mortal Kombat Arenas / Geese's

Reptilian Songs

To get to the Reptilian Songs, do this trick. Use the D.U.L.L.A.R.D. Code (take the first controller and press DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN when the Title Screen appears). After the "Cheat Enabled" Option comes up, choose it. Switch on Flag 0, Flag 2 and Flag 3. Set the Play base to Three, and the first map to The Pit. Fight your way to the last endurance match. This should be easy with your opponents beaten in one hit. By the second endurance match, if you haven't gotten to the pit by the second endurance, lose the match to your opponents. Keep continuing until you get to The Pit stage. Get a double flawless on this stage and do your character's Intro. You will then be able to get to Reptile. Beat him in both rounds and the Reptilian Sonya will jump out! She has some incredible moves! If you want a more difficult way to do it, turn off Flag 0 on the Cheat Screen and do the Trick.

Total Carnage Mellbu / Super NES

Secret Voice

To hear some secret voices from the arcade version of the game, play the game until you get on the high score list in position number five. Once you get there, put in the word, "YAWDIM" Move RIGHT and you'll get this screen! Press Y, B, X, or A for the voices!

Fatal Fury Special	
Neo-Geo	SNK
Fight the Dream Match	
Defeat each character without losing a round in the match. After you beat everyone, you'll get to fight the Dream Match.	
	

This method will allow you to play in the "Dream Match" against Ryo Sakazaki! To find him, you must defeat every opponent by winning both rounds of the match! The easiest way to do this is to choose the Beginner setting on the Level Selection Screen. After you begin, press START on controller 2 to join in. Let that character sit. Take the first player and beat him/her in both rounds. Defeat everyone this way, until you reach Geese Howard. By doing this, you will avoid losing any rounds with the preliminary characters. Since Geese Howard and Wolfgang Krauser are the two Bosses that you must defeat before winning the game, you should not have player two join in at this point. On the beginner setting, you should not have much trouble defeating them in both rounds. After you win against Krauser, wait for a bit, and you will see a white screen that says "The Challenger." You will then be allowed to battle in the Dream Match against Ryo Sakazaki! His moves are powerful, and it will take practice to beat him. He has his own stage and music.

Fatal Fury Special	
Neo-Geo	SNK
Secret Sound Test	
Press SELECT in the middle of any match to pause the game. Now, press these buttons in this order: A, B, C, D, A.	
	



On the Level Selection Screen, choose the Beginner setting.



Let the second player sit. Defeat everyone this way.



Defeat both of the Bosses by winning both rounds.



Now, you've found the dream match against Ryo Sakazaki!

Even if you lose against him, it would be wise to save this on a Neo-Geo memory card.



Press the START button on the second controller to join in.



When you get the last Bosses, you'll have to manually fight.



If you've defeated everyone both rounds, you'll get this!



A whole new stage with awesome music will appear!

By doing this, you will not have to go through the whole, long process over again!

To access the Sound Test in this game, just do this simple trick. At any point during a match, press the SELECT button to pause the game. Now, press these buttons in this order: A, B, C, D, A. The Sound Test will appear in the middle of the screen. You can even change the background music to whatever you want.




Pause the game in the middle of play and press A, B, C, D, A.

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Our guy looks like he made it through **MANSION OF HIDDEN SOULS** with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the heads that won't close. Of course, we don't know anything about his mental state.



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CHEAT SHEET

Battletoads Double Dragon Tradewest / Genesis

Super Warp

This code gives you a level select, plus five lives to start. To do it, choose your number of players. Next, go to the Character Select Screen and press B, A, DOWN, C, A, DOWN. Press START. You will get the Super Warp Screen! Choose from any level and press START to go to the level you chose.

Life Increase

This code will gain you a total of five lives. To do this, just go to the Character Selection Screen and hold UP, A, B, and then press START on controller 1. You'll start out your game with five lives instead of three.

Double Dragon Tradewest / Nintendo

Mega Warp

This code will give you 10 lives, plus the ability to skip to any level in the game. After choosing your number of players, go to the Character Selection Screen. On controller 1, press DOWN, UP, UP, DOWN, A, B, B, A.

Super Warp

This code will give you 5 lives and the ability to warp to the starting level of your choice. To do the Super Warp, press B, A, DOWN, B, UP, DOWN. You will hear a tone. Press START to get to the Warp Screen.

Life Increase

This code will give you five lives to start. At the Character Select Screen, hold UP, A, B and then press the START button.

Battletoads Double Dragon

Genesis	Tradewest
Mega Warp	
To get a level select and 10 lives, go to the Character Selection Screen and press DOWN, UP, UP, DOWN, C, A, B.	

To select from any stage and access a total of 10 lives, just do this trick. Choose one or two players from the Title Screen. When you're at the Character Select Screen, take pad 1 and press DOWN, UP, UP, DOWN, C, A, B. You'll hear a sound that confirms the trick worked. The Mega Warp screen will appear!



Do the trick at the Character Select Screen for this warp!

The Peace Keepers

Super NES	Jaleco
Full Character Selection	
To get all the characters from the beginning, press and hold L button, R button, and A at the Jaleco logo, before the title.	

This code gives you full access to all of the characters! When the "Jaleco" logo appears, hold these buttons on controller 1: L button, R button, and A. Keep these pressed until the Title Screen appears. Pick the number of players. Go to player select to play as Norton and Orbot.



Do the code before the Title Screen to play these fighters!

Battletoads Double Dragon

Super NES	Tradewest
Mega Warp	
At the Character Selection Screen, put in an controller 2: UP, DOWN, DOWN, UP, X, B, Y, A. Press START.	

This Mega Warp trick will give you a Level Select and ten lives to boot! To do this, just choose a one or two player game. When you reach the Character Selection Screen, press these buttons in this order with controller 1: UP, DOWN, DOWN, UP, X, B, Y, A. Press START. You'll then see the Warp Screen!



By doing this trick, you'll get the Mega Warp Zone!

Grind Stormer

Genesis	Teigen
Free Play Mode	
At the Title Screen, hold the A, B and C buttons. Now press the START button 100 times. Go to the Options and get Free Play.	

At the Title Screen, hold A, B and C. Press START 100 times.



Press the A button. Move Credit Limit to "Free Play."

This trick will let you continue an unlimited amount of times. Here's how to do it. When you reach the Title Screen, hold the A, B and C buttons and then press START 100 times. After this, let go and press the A button. Move down and switch the Credit Limit to "Free Play" for unlimited continued!



The Free Play will be displayed at the bottom of the screen.



With this, you will have an unlimited amount of continues!

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CAN YOU PASS THE MIZ QUIZ?

The coolest thing about **Ms. Pac-Man** on the **Game Gear** system is:

- Four classic arcade mazes, plus some all-new layouts.
- Super-challenging Arcade/Hard level—if you think you're really good.
- Special zoom view of the action for really graphic ghost-gobbling.
- 2-player mode that pits the mighty Ms. Pac-Man against Pac-Man himself.

 ALL OF THE ABOVE



Va-Va-Va Zooms. Get up close and greet what you eat as you gobble those ghosts.



Arcade Tough, No Quarters Required. Think you're really good? Try the Arcade/Hard mode, and think again!



Pac-Man vs. Ms. Pac-Man in 2-player alternating action! That's right—Pac-Man pays a visit to prove who wears the pants.



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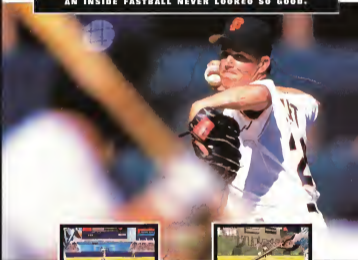
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NEXT WAVE

14 GAMES PREVIEWED!!!

Knights of the Round, Pocky & Rocky 2, Orion Off-Road, Heart of the Alien, Zero the Kamikaze Squirrel, Heimdal, Way of the Warrior, Theme Park, Vortex, BattleTech, Jurassic Park, Spin Master, Aero the Acrobat 2, Wind Jammer

NEW SOFT NEWS

There's a lot of good news this month. DTMG has a sequel underway for *Lighter the Unlikely*. Expect this one to have the same rotoscoped effects into for better animation.

SNK, known for their mega-machines, the Neo-Geo, has not Sup. Side Kick 2, an awesome soccer title and Top Warrior which is an action-packed adventure.

Working Designs is fine-tuning a sequel to their Sega GD RPG, *Lunar*, which should be appearing soon.

Konami is working on a brand new Contra for the Genesis. We much as really know, but expect four characters to choose from and lots of action.

Things are heating up for the SDO, with a huge stream of titles, that range from Star Trek to Who Shot Johnny Rock. It seems like that system is getting more licenses every day.

No new news on the Sega front for now, but you can be assured that they will have another wave of software in the upcoming months.

Ah well... Onto the show. Here you enjoy all the great software.



Capcom

Knights of the Round

Super NES

Action

Knights of the Round for the Super Nintendo is one action-packed game you won't want to miss!

Still hot from the arcades, this game has you choosing from three of the fabled knights of the Round Table. You can be the brave King Arthur, the mighty Percival or the elegant Lancelot.

As you travel through the realm, you'll face countless enemies who are out for your blood. Fortunately you can power-up your weapons and armor by increasing your experience points in battle. Collect enough and you'll get more armor for your warrior.

If you are looking for a good game where you hack lots of bad guys to pieces, *Knights of the Round* has it all—plus it's stress relieving.



Storm the castle walls of your enemies and stop them for good.



Fight giant Bosses who can mosh you with one hit. They're awesome!



You'll probably need a friend to help you against the onslaught of enemies.



The Phantom Boss splits into an assortment of deadly forms to kill you.



Natsune

Pocky & Rocky 2

Super NES

Shooter



Shooter fans can now rejoice. Pocky & Rocky 2 will be coming to the United States very soon. Since the first game was so impressive, expect this one to be even better. For one, Pocky has more friends to take with her. Aside from Rocky, there's a naga, a robot, and even a scarecrow!

Pocky & Rocky 2 is loaded with technique, just like the first one. You can use your fan, tails ... or whatever (depending on who you are) to bat enemy shots away. This is the only shooter where you can do that. Also use the other player as a weapon against the enemies. Like the first game, you can power-up your weapons to extreme proportions. There are numerous items hidden throughout the many levels too! Only by finding them all will you have a chance of making it all the way to the end.

As could be expected, the graphics have been improved over the original game. It still has that Oriental feel to it as well. The music and sounds are even better, so this cart has been enhanced in every way possible.

Natsune has been hard at work to bring this over. Now Pocky & Rocky fans have another challenge to work their way through.



Sweet the enemies who are climbing over the temple.



Hit urns and statues to reveal power-ups.



Pocky & Rocky 2 is loaded to the brim with action.



Use your weapon to deflect enemy projectiles.

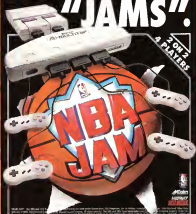


Choose one of the characters as an option.



The Goanna are really huge again. Yikes!

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NEXT WAVE

Virgin

Heart of the Alien

Sega CD

Adventure

Out of This World fans should test up this game. This cart takes you back to that strange alien world where you were a fugitive. But guess what... Now you are the alien (We call him Bob) and you must help your human companion escape.

Along the way you'll find a whip and a gun to help you traverse this strange world.

The graphics are better than in the original game, and there are lots of puzzles to solve. If you ever wanted to be an alien, Now's your chance.



Your human friend is in this game, and he's trying to escape.



Why is this guy on the ground? You'll find out later on with your whip.



Power-up your gun and blast the other aliens who get in your way.

Sonsaft

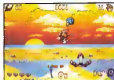
Zero the Kamikaze Squirrel

Super NES/ Gen.

Action

He was once Aero the Acrobat's enemy, but now this crazy squirrel is fighting the forces of evil. After receiving news that his homeland was in trouble, Zero left the evil ex-clown Edgar Ektor to save his friends and family. A mysterious lumberjack named LeSheets is chopping down the entire forest that is Zero's homeland. His immense journey will take him through forests, beaches, caves, volcanoes, a toxic waste pool, and a paper factory.

Along the way, Zero will meet up with a wolverine named Quicksilver and more of LeSheets' henchmen. To fight off his foes, Zero can do all sorts of Kamikaze spins. Using new character animation technology, it seems Zero may take the spotlight.



Zero may not have wings, but he still has a knack for finding trouble.



Look for treasures wherever you go, because items are hidden everywhere!

Crystal Dynamics

Orion Off-Road

3DO

Driving

For one of the roughest rides around, Crystal Dynamics has scrambled up Orion Off-Road for 3DO owners. This racing game takes you over the edge with its great graphics and totally rockin' music.

Go off-road onto some of the roughest zones known to man. Take too many scrapes and your truck will start on fire and blow up! To make things even more intense, two players can race each other over this winding, bumpy terrain.

If you enjoy racing and like great graphics, Orion Off-Road will blow your mind. This game shows off what the 3DO can do.



Two players can go at it using the Special Split-Screen Mode.



While bounding over the cliffs, don't fall or you'll break parts of the truck.



See what happens if you aren't careful enough? It's tough luck for you!

JVC

Heimdal

Sega CD

Action/Puzzle



Set out to recover the Weapons of the Gods in Heimdal. Choose your warriors carefully and put on your thinking caps. This game combines action with puzzles. You must figure out how to get through each zone. Fight vicious monsters and use mystical spells. Heimdal also has cool bonus games!



Find the ore in this room, along with a few scrolls.



The fighting screens will test your might.



Use a magic scroll to get over the chasm.

Naughty Dog, Inc.

Way of the Warrior

3DO

Fighting



Set in the mountain fortress of the Kihunda monks, 10 fighters compete to be recognized in the Book of Warriors. There are even two 3-D rendered "Bosses" to fight. Each warrior has 60 to 70 unique moves that range from punches to magical attacks and other superhuman abilities. Prepare yourselves 3DO owners.



Fight the dragon for the honor of being in the book.



The martial artist named Dragon fights Ganee.



This is a ninja who has a lot of deadly attacks.

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NEXT WAVE

Activision

BattleTech

Super NES

Simulation

This brand new 16-Meg game was designed by Sculptured Software and features eight 52-sprite BattleMechs for use in combat. There are two modes. The first is Career Mode, where the player lives out the life of a warrior for more strategic play. The second is the Melee Mode where aggressive players can jump right into the middle of a heated battle. You can customize your mechs with 16 types of weapons, so no two battles will be alike. Expect this game to be similar to the VR BattleTech game.



The thrills of BattleTech are on their way to the Super Nintendo.



Check out this awesome cinema of the terrifying Madcat!



This is your basic point of view in the BattleTech game.

Electro Brain

Vortex

Super NES

Action

Electro Brain has renamed their FX chip game, Citadel, to Vortex. Vortex will have the same plot and transformations of your mech. Like before, you can go anywhere on the battlefield you want, and transform into four different forms.

The visual effects in Vortex are unbelievable, with tons of scaling throughout the constant battle scenes.

Vortex uses a variety of viewpoints to give the player the best possible advantage. That way, you can see around you. Unlike most games, you'll be attacked from all sides!

If you want a fast-paced shoot-'em-up, Vortex will give you what you need! Are you good enough to save the world?



Drop out of your ship and prepare for space combat. Better think straight!



Use the mech-form to totally blast the enemies into oblivion.

Electronic Arts

Theme Park

3DO

Simulation

Have you ever wanted to build your own amusement park? If the answer is yes, then Electronic Arts has the game for you. Their new title is called Theme Park and it's similar to games like SimCity. You build your park, put up shops and set up the rides. Try to make your park appealing for the people, and watch the ticket sales grow. Build a loser, and you'll be out of business. Theme Park's rendered graphics make you feel as if you are really on the rides. You can go on any of the attractions. The roller coaster is especially awesome. If you've got a 3DO and lots of spare creativity, Theme Park will give you hours of fun.



The way you set up your park is very important. Use strategy.



Choose which rides you'd like to feature. There are a lot to choose from.



Take a spin on one of your roller coasters if you want a real trip.

Universal Int. Studios

Jurassic Park Interactive

300

Action



Jurassic Park has become a reality on your 3DO. This action intensive game has you taking control of the many systems in this theme park of the future. Unfortunately for you, the computer systems are messed up and a bunch of the visitors are trapped around Isla Nublar—the island you are on. So what you have to do is try to rescue the merry people. Some of the zones will require you to drive the jeep with the Tyrannosaurus on your tail. With rain pouring down and a lot of hairpin curves, this one is very nasty. Another has you working your way to one of the people, while Dilophosurs spit at you. Taser them, or you'll end up being dino chow!

This is the title that all 3DO owners should look forward to. It's an experience that will put you right into the movies. Look for news in upcoming issues of EGN!



Choose your skill level to suit your abilities.



Taser the Dilophosurs before they spit at you.



Look for the visitors around the island and save them.

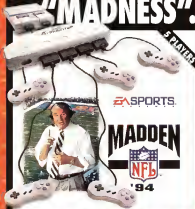


Look in the rear view mirror to see the T-Rex.



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NEXT WAVE

Data East

Wind Jammers

Neo-Geo

Sports/Action

It's the ultimate sport. Two players face each other in an arena and throw a discus between them. Points are scored for getting the disc in the three receptacles in each arena. Some give you five points while others give you three. Each of the players has a number of special throws, and their own stats.

Bonus rounds can range from bowling to throwing a ribcage for your dog! Don't miss this action-packed game. It gets very addicting once you try it! Wind Jammers really moves.



Throw the disc back and forth. Make sure you score the fastest.



Analyze the various player stats and choose your character wisely.



Try your luck at the many bonus games, such as a bowling sequence.

Sunsoft

Aero The Acrobat 2

Super NES

Action

Sunsoft's bat with an attitude is back! Aero the Acrobat 2 is off on an all-new adventure. This time around, he leaves his beloved circus behind to go in search of new adventures. Aero will find new friends and enemies, as well as pick up a few new skills to help him survive.

Like the previous Aero the Acrobat, expect to see huge colorful levels that'll put your game playing skills to the test. Aero the Acrobat 2 is still a ways away, but from the shots we've seen, it's going to be even better than the first.

So if you are ready for more hair-raising adventures with Sunsoft's dynamic bat, get ready, because EGM will be there when Aero 2 appears.



Aero flies through a winter wonderland at dizzying speeds.



Aero finds more adventure in the darkness of a run-down place.

Data East

Spin Masters

Neo-Geo

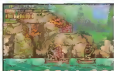
Action

Spin Masters for the NeoGeo is a colorful action game. The story is about two guys who are searching for a lost treasure and a lost girl. Along the way they will face intimidating odds as they circle the globe. They will pick up all sorts of weapons, including bombs, punching gloves, and their trusty yo-yos.

Spin Masters will take you through the pyramids of Egypt and other strange locales. The graphics and animations are among the best around. You'll laugh when you see what hysterical high jinks you find yourself in. If you want a fun game for the Neo, consider this one.



The treasure map leads you to Egypt where you will be attacked by mummies!



Start out at the airport. Your kidnapped girlfriend was last seen here.



In a harrowing mine car chase, you must avoid falling pieces of track and bats.

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"In a league of its own, a unique cartoon adventure" EGM magazine

Genesis • Game Gear
Amiga • NES



GENESIS

GAME GEAR

PC

AMIGA

NES



Cosmic Spacehead Outfit-up in your face! Here's Cosmic - the first alien tourist - in a mad dash through the universal Join him through 32 action areas and solve the wildest puzzles in the arcade adventure a head. Interact with the oddest bunch of characters in over 300 screens of bizarre and bumpy locales! It's comically out of this world! "Brilliantly original, challenging and great fun - don't miss it!" AVAILABLE NOW!



COSMIC SPACEHEAD



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GAME
GEAR!**

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AVAILABLE: MAY



GAME GEAR GAME GEAR GAME GEAR GAME GEAR GAME GEAR

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AVAILABLE: MAY



GAME GEAR GAME GEAR GAME GEAR GAME GEAR GAME GEAR

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Best Driving Product,
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Awards



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SPECIAL FEATURE!

Viacom New Media... a division of Viacom International, is the interactive publishing division that was established to develop and market interactive entertainment software. The Castro Valley project that is going on now is their test bed for future projects. Working closely with Nickelodeon and MTV, two of Viacom's networks, Viacom New Media is working hard to produce quality software that is both fun to play and has the look and feel of the various TV shows they produce.

That's where games like *Rocko's Modern Life* come in. Although we have already shown you a Fact File of *Rocko's Modern Life* in EGM #66, we thought you might be interested in learning some more information like the design team behind the game, it's amazing just how quickly a game like this can be created with such a large and talented staff.

On the other end of the spectrum are the original bad boys themselves, *Barnes & Butt-head*. These two have created a niche for themselves with their rambunctious action and their carefree attitude. Since MTV is a network of Viacom, you could really see this title coming. This adventure game puts our two heroes in search of some shredded Gwar tickets that Mr. Anderson's poodle snatched from their hands. The adventure takes them on a trip through town to find the missing pieces. Viacom New Media may be a new face in the video game segment, but they've already got themselves one heck of a lineup!

There's another Nickelodeon-based title called "*Nickelodeon Guts*." It's a game show where three kids compete against each other in various events that include water and elastic sports. This game is still in very early development.



Al Nilsen

Vice President of Viacom



Rocko's Modern Life is a comical game where you must save your dog, Spunky.

Rocko's Modern Life is an interactive cartoon based on the Nickelodeon animated series of the same name. The idea behind the game is to get Rocko's rather albino-minded dog, Spunky, safely through a series of obstacles that can harm his precious pooch.

Speaking with the design team offered us a look into what goes into producing a video game like *Rocko's Modern Life*.

The development team led by Dave Marsh, producer of *Rocko's Modern Life* tells us that they started development of *Rocko* before Viacom New Media was even born. It wasn't all that easy to create *Rocko* since they were producing the game at the same time the

show was being created. The scenarios of the show would send the development team rough drawings of *Rocko* and the gang which they would then incorporate into their computer's paint and animation program to bring the characters to life. Not much information was known as to whether or not the characters' animations that were developed for the show would be used in the game, and vice versa.

Rocko's Modern Life took nearly 12 months to complete. Working with a team of three background artists, two animators, two programmers, and one producer, the game was put together with a lot of improvisation by the team, in the way of colors and background scenes. The hard work by everyone paid off as *Rocko's Modern Life* has a unique storyline, a fun quest, and easily recognizable characters from the show.



(TOP ROW FROM LEFT) Brian Babendererde (Lead Designer), Alisa Kober (Animator), Jerod Prano (Background Artist), Dave Marsh (Producer)
(SEATED) Tom Zahner (Lead Animator), Boris Ramus (Programmer), Roman Schenberg (Programmer)



Line art from artists is scanned into the computer and colored with a painting program. Here, Tom Zahner shows us what *Rocko* looked like before the game.



The game really looks and feels like a cartoon with many scenes like this.



VIACOM
New Media

BEAVIS AND BUTT-HEAD™

Television's Bad Boys are on the Genesis!



Developed by an independent team, these bad boys are finally getting their own video game. *Beavis and Butt-Head* is an adventure game that takes place in their hometown with familiar sights such as Highland High School, the hospital, Turbo Mall 2000, the drive-in theater, and, of course, Burger World. The story behind the game goes like this: The boys finally got tickets to see the hard rock group, Gwar. On the way home, Mr. Anderson's pet poodle snatched the tickets from their hands and ate them, but to top it all off, Mr. Anderson run over the tickets with his lawnmower, sending the clumped up pieces all over the neighborhood. Now they're on a quest to find the pieces, tape them back together, and go see Gwar.

The game begins in the house with the familiar scene of Beavis and Butt-Head sitting on the couch. Using the mouse control, they travel to different areas of the city by "Channel Surfing." Once there, you can go into any of the stores and departments in the game to discover clues to the whereabouts of the Gwar tickets. They can pick up objects they'll need later to discover certain clues. The menu is very easy to use and gives info, makes sure how much money they have, any items they are carrying and their current solve level. There is a bit of an environmental theme here since Beavis and Butt-Head can pick up bottles and drop them at a recycling center to earn money for later levels in the game.

Don't think this will be a simple adventure. There are plenty of dangers to stop our boys from fulfilling their goal. Shopping carts, thugs, and characters from the show try to throw Gwar and



What could be more fun than getting chased through a drive-in theater?

Butt-head for a loop. Beavis and Butt-head are governed by "Cerebral Motors" that act like health bars. The more they get beat up by people or hit by objects, the more they lose consciousness. Once they totally lose their power, they get warped back to the living room sofa.

There are lots of hidden clues and suggestive statements in the game. Some clues are so obvious that they could be on a wall poster behind the boys. Beavis and

Butt-Head is completely non-linear so you can search for the focal pieces at different locations and watch new situations unfold. Fans of the show will really enjoy all the digitized voices and cool music that fit right in with the theme of the show. Meeting characters like Billy Bob and Mr. Anderson really add to the fun and keep the game faithful to the show.

The Genesis version we are showing is only 25 percent done at the time of this writing. *Beavis and Butt-Head* for Genesis is 16 Meg and is scheduled for a September release while the upcoming Super NES version should debut in October.



Other characters can talk to Beavis and Butt-Head with word windows that appear.



Picking up empty bottles is a great way to earn some serious spending money.



The Menu bar at the top of the screen shows what you can do in the game. 1) Shows the character you're in control of and their status. 2) An item you're carrying. 3) Any bottles you may have. 4) The amount of money you have to spend.

SPECIAL FEATURE!

BUBSY 2

For the Genesis
From Accolade



Need to tag your enemies at long range?
A pie in the face is what you need!

New Cat-antics!

As always, Bubsy will have many new tricks up his sleeve. The latest ones include a portable hole, edible missiles (known as "pies") and an astro ball.



Bubsy can now escape levels by the use of the classic portable hole! Nifty indeed!



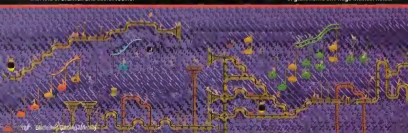
The Pyramid level is much more complete, with lots of enemies and secret rooms.

Completed Levels

In addition to the Egyptian pyramid, there is another level to complete. It resembles the "Stardust Speedway" from Bionic CD, having giant instruments and notes.



The second level is a sticky zone made up of giant horns and huge musical notes.



What we've seen so far...

In issue #54, we showed you the earliest version of Bubsy 2. Not much has changed since what was shown last issue, but a little tweaking has been done. Essentially, it is intact.



Almost all of the Egyptian pyramid level is complete, containing many passageways.



Many new enemies are also programmed in. Several being cartoon-like animals.



The Launching Frog Bonus Stage is also retained, but no others at this time.

Level 2 - Music Wonderland

The new level is gigantic, comprised of huge brass instruments, drums, and howling musical notes that you can climb over to find all kinds of hidden surprises and lots of goodies to increase your lives. Be wary, though, because the enemies can leap from almost any height to clock you when you least expect it.



These loopy faces on the notes seem peaceful and uncaring.



But should you land on them, they express a bit of concern about you.

Stay tuned to EGM for the latest on this sequel to Bubsy!



New York Grand Prix

RACE 1



The game starts here with your first race in the New York Grand Prix. This race is not hard to win but it teaches you how to operate the Mach 5 in a racing situation.

RACE 2

The Sahara Desert



This is the second race of the game, but it is actually the third level in the game. It takes place in the Sahara desert, with a track that can easily confuse anyone.



In some areas of the track you can gain the lead by jumping to other parts of the track.

SPEED RACER

HERE HE COMES!



Jump over the sand pits that come up in the middle of the track to gain speed.

LEVEL 2

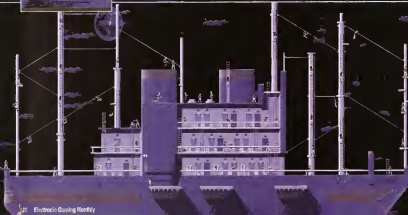


In this level the bad guys are plotting to destroy the Mach 5, and you have to stop them. The Mach 5 is on the cargo deck and you have to get past the bad guys and find the cargo bay. Ladders and ropes are all over the level and are the only way there.

Speed Racer is coming to your Super NES and is being brought to you by the folks at Accolade. The game features both racing and side-scrolling action levels!

MACH 5

The car that was made famous in the cartoon show is now at your side and you can control it and all of its gadgets, like the blades in the front.



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NBA Action from Sega



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**NINTENDO
RULES!**



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Wario Land
from Nintendo
Game Boy



Ken Griffey Baseball
from Nintendo
Super NES

ELECTRONIC ARTS SLAMS

Skatino, from,
Electronic Arts



Sega Genesis

NBA Showdown '94
from EA Sports



Sega Genesis

Wash. College Football
from EA Sports



Super NES

PGA European Tour
from EA Sports



Sega Genesis

MLB Baseball
from EA Sports



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from EA Sports



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SPECIAL FEATURE!

World Series BASEBALL

"Take me out to the ball game . . . take me out to the crowd. Buy me some peanuts and Cracker Jacks . . ."

The smell of freshly cut spring grass, popping popcorn and the roasting of peanuts, the crowd cheering for your favorite team—these are just a few things that happen in a ballpark and are part of America's favorite pastime, baseball. You can have all these effects right in your living room without ever driving to the stadium. Get ready to see the biggest baseball game bonanza to date in this Special Feature, exclusively from EGM. Check out the pix and decide for yourself which one will be king this upcoming baseball season.

The main emphasis this year is stats and lots of 'em. Stats for baseball games are becoming a standard in these games. Furthermore, since the MLBPA is a sponsor for these games, many stats options are being craved to bring realism to the game. World Series Baseball for the Genesis, for instance, takes the cake on this. Other companies are realizing that stats are quite important to baseball games, as well, and adding them in.

Stats is just one thing that has changed in the game play of these carts. Animations of players and field have improved greatly. Realism is the key to these games, and animation has to prove the illusion. Also, play-by-play commentators are being welcomed into this sport to increase the interest in the games and to give them life. They get better year after year as new companies make baseball games and more ideas come up to raise home baseball gaming to its fullest potential.



REALISTIC PLAYER ANIMATIONS



During the batter's box Position

Screen, you will see two boxes that pertain to the pitcher and fielder. The pitcher can pick from three kinds of pitches. As for the batter, he can pick from three batting positions.



JOHNSON	281	0-0
A: CONTRACT		
B: NORMAL		
C: POWER		

MCDONNELL	3.46	
A: SPLITTER		
B: CURVEBALL		
C: FASTBALL		



MLBPA sports its World Series Baseball and baseball stats tonight. Play-by-play stats and stats, both packed into the game. Check League Leaders stats to see who's leading the players. Many games like home runs, Doby, Jimmie, Play, Maddux, Bulling and League Championship Series are certainly a plus. Layout of stadiums are almost exactly like real games. A play-by-play, commentator, adds the final touch, on what's happening on the field. All the fun from Sega for the Genesis.



REGULATION STADIUMS



MLBPA BASEBALL



ROTORSCOPE PLAYER ANIMATIONS



Each game is again available on the Super NES. Another baseball game from the MLBPA. The name MLBPA Baseball says it all. It's the only last year's state of the art players. It's 25 teams in the major league bring the game of baseball into your living room. Play it. Put it down. Series and Championship.

Medals with your favorite team. View many options like: Tiger, St. Louis, Detroit, Florida or Brazil. The features that really stands out is the animations of the players, inside low microscope animation. Fully digitized sound effects bring the field to life.



GOING

Don San, EA's sports commentator, will convey scoring reports of home.



Timing hitting the ball is very critical. Move your player in four different directions to possible contact. Where you are positioned will determine how you will hit the ball and its destination.



GOING



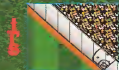
The regulators of baseball—regimes are always there to bring the ball.



GOING



GOING



GOING



GOING



GOING



Super Bases Loaded 2

The sequel to the hit Super NES baseball game, Super Bases Loaded 2 is one of the best baseball games that uses intuitive scoring and rotation of characters, and the fielding. Options make the wilderness as fast as it is fun as a very booming of these baseball games. Choose from these different stadiums that range in size. Play in an All-Star game where picking the players is luck and you have to pull from a lottery-based pick. Realistic!



TERRA
DOME

CARLTON
PARK

REDMONT
FIELD

View your players' stats in the Bench, Pitcher and Starter. Change your positions to accommodate for their strengths on the field. Rename your players for your enjoyment.

NAME	AGE	HT	WT	POS
ALLEN	25	5-10	160	R
ANDERSON	28	6-2	180	R
BROWN	24	5-11	170	R
CLARK	27	6-0	175	R
COLE	26	6-1	170	R
DAVIS	29	6-3	190	R
EVANS	25	5-9	165	R
FRANK	27	6-0	175	R
GARLAND	26	6-1	170	R
HARRIS	28	6-2	180	R
JACKSON	25	5-10	165	R
KELLY	27	6-0	175	R
LONG	26	6-1	170	R
MURPHY	28	6-2	180	R
NEASE	25	5-9	165	R
OSBORN	27	6-0	175	R
PERKINS	26	6-1	170	R
ROBERTS	28	6-2	180	R
SMITH	25	5-10	165	R
TAYLOR	27	6-0	175	R
WALKER	26	6-1	170	R
WATSON	28	6-2	180	R
WILLIAMS	25	5-9	165	R
YOUNG	27	6-0	175	R
ZIMMERMAN	26	6-1	170	R



OPTIONS	
S. STARTING	ON
STRONG	ON
SP. F. STRONG	OFF
SP. F. STRONG	OFF
SUBSTITUTE	OFF
EXTD. INNINGS	ON
SH	ON
SLUG	ON
RM TO	OFF
EXIT	QUIT

You will have many options to determine what will happen on the field. Change the settings if you want to play a short game and turn Fielding to auto to make fielding easier.

AWESOME POSITIONING AND SCALING OF THE ACTION



Awesome fielding animation scrolls and rotates depending where the ball hits or passes. Check out the scrolling of characters while the ball gets near them.

Pick your players through lottery to play in the All-Star game.

ALL STAR	LOTTERY
1. ALLEN	1. JACKSON
2. ANDERSON	2. PERKINS
3. BROWN	3. SMITH
4. CLARK	4. TAYLOR
5. COLE	5. WALKER
6. DAVIS	6. WATSON
7. EVANS	7. WILLIAMS
8. FRANK	8. YOUNG
9. GARLAND	9. ZIMMERMAN
10. HARRIS	10. ALLEN
11. JACKSON	11. ANDERSON
12. KELLY	12. BROWN
13. LONG	13. CLARK
14. MURPHY	14. COLE
15. NEASE	15. DAVIS
16. OSBORN	16. EVANS
17. PERKINS	17. FRANK
18. ROBERTS	18. GARLAND
19. SMITH	19. HARRIS
20. TAYLOR	20. JACKSON
21. WALKER	21. KELLY
22. WATSON	22. LONG
23. WILLIAMS	23. MURPHY
24. YOUNG	24. NEASE
25. ZIMMERMAN	25. OSBORN

The options are always right in making the call at the plate.



View your players' stats on base during the batter's position.

S. START	L.	HR	2B
5.000	1.000	100	200
HR	OB	2B	3B
0.000	0.000	0.000	0.000

BATTING	ORDER
1. ALLEN	1. JACKSON
2. ANDERSON	2. PERKINS
3. BROWN	3. SMITH
4. CLARK	4. TAYLOR
5. COLE	5. WALKER
6. DAVIS	6. WATSON
7. EVANS	7. WILLIAMS
8. FRANK	8. YOUNG
9. GARLAND	9. ZIMMERMAN
10. HARRIS	10. ALLEN
11. JACKSON	11. ANDERSON
12. KELLY	12. BROWN
13. LONG	13. CLARK
14. MURPHY	14. COLE
15. NEASE	15. DAVIS
16. OSBORN	16. EVANS
17. PERKINS	17. FRANK
18. ROBERTS	18. GARLAND
19. SMITH	19. HARRIS
20. TAYLOR	20. JACKSON
21. WALKER	21. KELLY
22. WATSON	22. LONG
23. WILLIAMS	23. MURPHY
24. YOUNG	24. NEASE
25. ZIMMERMAN	25. OSBORN

Check out your players' conditions. Sub players when they get tired.



Your manager will give you advice on running in the plate.

SELECT TEAM
1. ALLEN
2. ANDERSON
3. BROWN
4. CLARK
5. COLE
6. DAVIS
7. EVANS
8. FRANK
9. GARLAND
10. HARRIS
11. JACKSON
12. KELLY
13. LONG
14. MURPHY
15. NEASE
16. OSBORN
17. PERKINS
18. ROBERTS
19. SMITH
20. TAYLOR
21. WALKER
22. WATSON
23. WILLIAMS
24. YOUNG
25. ZIMMERMAN

Pick from many teams with different strengths and skills.

Hard Ball III



Barrels cross bats to have a better chance of catching the ball.



Originally aimed at the computer version, this translation to the Super NES is a gem. Don't be surprised, because it's endorsed by the MLBPA. All of the stats of players and teams are set there. Yeah! Special effects add the finishing touches to the realistic baseball game. You have a realistic pitching position as well as the batter's position.

CLOSE-UP CAMERAS BRING YOU CLOSE TO THE ACTION



View bullpen stats. Sub them in or have them warm-up to pitch later in the game.



EDIT YOUR TEAMS' COLORS AND YOUR PLAYERS' STATS



Look at your team's players' stats. Change players around to fit the field.



Change the defensive stance on the field by changing your team's defensive positions.



View individual stats for your team. Look to see who is hot and who is likely to be out.



TAKE TIME OFF AND PRACTICE YOUR BATTING SKILLS

Many options appear in this baseball game. Stats are the most important.

ESPN



BASEBALL TONIGHT



Batting will take some time. The game isn't hard to play, but there are three ways to hit the ball—low, medium and high positions. Which one you see will determine where the ball will go. Of course, hitting is a standard. Practice hitting in the Practice Mode.

REALISTIC ANIMATIONS



Animations of players are incredible! The graphics are so realistic that you think you're watching a real baseball game on TV. Incredible pitching and batting!

REALISTIC LEAGUE

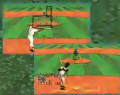


This game features real teams and their logos. It includes all of the West, East and Central Divisions from the American and National League. Can't get better than that!

ONE-UP, TAKE STRIKES, AND WEE!



Useful score-keeping when you should be in order to catch the ball. An option lets you turn on or off the Assisted Fielding.



Take time to practice your batting and pitching skills, or slug it out with some friends in the Home Run Derby.



CRISP COMMENTARY

"Back back back back, back back—it's game!"

Chris Berman, ESPN's captain, will be the commentator for the game. He'll keep track of what's going on—especially HRs.

R.B.I.'94 BASEBALL



Cool cameras and animations let you know what's happening on the field.



Montagey graphics in the game's best scenes, enhancing the realism. Roleplay brings life to the players' actions.



OP-TO-BASE STATS BY TEAMS AND PLAYERS



ESPN BASEBALL TONIGHT

One of the top sports channels has teamed up with Sony Imagesoft to bring you this awesome new baseball game. Cool scrolling of the field makes you think you are there, and the graphics are really something. As for the sound effects, many sounds of a real ballpark are presented here.

POWERFUL PRO BASEBALL

A very cute animated baseball game from Konami. You may say it doesn't go far enough in the realism aspect, but it has all the ingredients that make up a good baseball game. Miniatured players lend some originality to this one. Sound effects and music really fit the environment.





SUPER NES



ZOO BALL

American Techno coming at yet a very unique concept that delivers what any baseball game can, but with a twist. Instead of humans, you get animal characters like the famous Coco Cola Cat. Stats show you the skills of the animals. Animations are cute and sounds are quite funny.

WORLD SERIES BASEBALL

One of the best sports games Sega has brought out for the Game Gear. Like the Genesis version, it is very well done. Play in many game modes and edit your own team to be the best in the league. Graphics and sounds have been improved to give the game realism. Catch it!



GAME GEAR

BATTER SELECT



IT'S OUTTA HERE!!



SUPER NES



TECMO MLBPA BASEBALL

The very first game to put the player in the fielder's position. A new feature, Flying Camera, gives you the feeling of being in a real game. A very awkward position for the fielder, but it is a neat concept that may be a trend in the future for these games. Another good title from Tecmo.

KEN GRIFFEY BASEBALL

Play with one of the top players of our time—Ken Griffey. Ken Griffey Baseball delivers what you need in a baseball cart. Awesome graphics show great animations of players running, throwing, and hitting. Sounds are OK considering it's not finished. Brought to you by Nintendo!



SUPER NES



RELIEF PITCHER

Left Field Entertainment, Inc.—a new company, brings us Relief Pitcher. Though it is not finished yet, the cart looks promising to baseball fans with cool animations of players. Plus, its sound effects are commendable.

SUPER NES



INTELLIPLAY BASEBALL

You can certainly see the detail and realism that Intellimedix Sports put into this disk. Forget everything you have ever seen in a baseball game before. Awesome video clips for you to watch.

3DO



TECMO MLBPA BASEBALL

If there is one thing Tecmo is known for, it's their superb sports games. And Tecmo MLBPA Baseball lives up to that standard. Put yourself in this fast-paced sports game. A sure winner. Awesome!

GENESIS



The ultimate game returns!

TWO WAYS TO RUNE YOUR DAY

Play Ultima®
Runes of Virtue II on Game Boy
& Super NES!



Following the success of the original Runes of Virtue comes this exciting new game based on the previous Ultima® programming and technology. You're back in Britannia where the Black Knight has abducted the mayor, Lord Tholdin. Choose your Ultima character: Shamino wields his axe, Iolo the bard fires his long bow, Mariah the mage employs her magical Wand of Fireballs, and the armored knight Depra carries a sword. Battle bats, rats, goblins, trolls, Cyclopes and skeletons. Build up your strength, dexterity, intelligence and wisdom as you explore Britannia and free Lord Tholdin. It's the ultimate challenge in the world of Ultima! Get Ultima Runes of Virtue II for Game Boy or Super NES. Better yet, get them both, so you can bring Ultima adventures with you wherever you go!

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FCI
Not Just Kid Stuff

SPECIAL FEATURE!

64-BIT RISC TECHNOLOGY

Other new and awesome CD games are being developed to support the CD-ROM. Blue lightning CD—upgraded version of the game from Lyrix—will have high-impact graphics and sounds. Another CD game that will be released is Battle Morph CD. In addition to those a new joystick called Thrustmaster will make these shooters exciting and fun. Get ready, many more CDs will be produced in supporting the CD-ROM. As for cart-format games, many old titles will be upgraded on the Jaguar. For example,

Double Dragon from Tradewest will soon be released. Newer titles will surely attract consumers, like Mach Combat and Troy Akman Football. Mach Combat is still in the works right now, but EDM will have first peek on this Jaguar game in the future. Troy Akman Football will be one of the best sports game for the Jaguar. As more companies pile on, Jaguar may be the leading 64-bit system around. Look at the following pages on Jaguar games to decide for yourself the capabilities of this exciting new system.

Jaguar is the only 64-bit system on the market and with an attractive sticker price it has many people looking at this new exciting machine. Will it become the leading 64-bit machine or follow the road of the Lynx?

First released in the West and East coast this past Christmas, the Jaguar is now being sold nationwide. This incredible new machine has attracted many consumers because of its cost. Priced at \$250, this is a big difference when compared to the other new system that started around \$800. Many peripherals are at work right now. One peripheral that will surely upgrade this already incredible machine is a CD-ROM drive. This will be a double-speed CD-ROM so it will not slow down or have any access time. With the introduction of Interactive Q Sound for the CD and cart, the sound quality will surely climb to new heights.

The CD-ROM will be released the second half of this year. Full-motion video will be shown on the CD-ROM. In the following CD-ROM, a joystick called Thrustmaster (not related to the PC version), will be made by an independent company.



The pictures above and to the right are for a game for the CD-ROM called Chase Agenda CD. The characters you will be able to

choose are those above named left to right: Crash, Mishu, Tyro. Later, you can play all simultaneously by jumping from city to city. It's an interactive game that will have many arenas like this unfinished city. There will be a log background as well as characters on the side to interact with. The scenes will be made from real-time 3-D texture mapping to bring the scenes alive. There will be many cities for you to visit and explore. Many more titles are in the works and when the MPEG-1 cart becomes available the Jag will purr!



JAGUAR CD SPECIFICATIONS

Hardware Performance:

Double-speed drive
350k transfer per second
750 megabyte capacity

Resolution:
160 x 120 @ 50 frames per second
320 x 160 @ 24 frames per second

A very impressive performance of the Jaguar add-on. Compared to the 300



resolution of 160 x 120 at 24 frames per second, the Jaguar CD surpasses any CD-ROM system on the market today.

JAGUAR

OVER 16 MILLION COLORS ON-SCREEN AND FULL-MOTION VIDEO

CHECKERED FLAG 2

Checkered Flag 2—a working title from Atari—is one of the very first racing games for the Jaguar featuring awesome scaling and rotation of the courses. You can feel every turn and especially the crazy hairpins.

Pick certain parts to fully optimize your car's performance on the racing track (wheels for handling and wings for aerodynamic). Compete through various countries' circuits to rise against the finest racers in the world. One of the best, Bobby Rahal, will be there to race against you. You may view and pick circuits while finding out the weather from the satellite-view above. Just can't wait for this one to come out.



DIFFERENT RACING POSITIONS

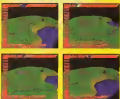


Pick from a variety of racing modes ranging from Practice to the Championship Season.



Here you will be able to choose the difficulty of the game, even pick indistinguishable. Yes!

CIRCUIT CHOICES



Find out about the weather report from the satellite view. See if there is sunshine, fog or rain.



Choose certain parts to optimize your vehicle. Choose manual or auto for your transmission.



Joust

Remember this classic? Nope it's not a new game but rather it is so small—memory-wise, that it is an Easter egg in another game being worked on. A very simple game for one or two players—just get rid of the other enemies on the screen while avoid getting speared by the enemies' poles.



Watch out *Mortal* fans—a new kid is in town! *Kasumi Ninja* from *Rebellion* for the Jaguar looks very intimidating. Of course there is blood and lots of it. Awesome moves and combos may take this new fighting game to the top of the list for this category. Pick from different types of ninjas. Very cool backgrounds set the mode of this dark game. Very bloody attacks (shown in the Devastating Attacks) will really attract politicians and surely you Jaguar is really showing what it can do and this is just a small sample. Did I say there is blood? Blood!

KASUMI NINJA

AHH...BLOOD!!!



Blood will ooze from your foe or fall from above.



DEVASTATING ATTACKS



Awesome move like this (trabell in mid-air) will surely challenge fighter fans. Sushi X—this one's for you.

CLUB DRIVE

Not your ordinary game—Club Drive from Atari is unique to other driving games. It's a first-person perspective driving game, with miles and miles of interaction. Drive through many worlds where virtual reality

Highlight the race and pick different scenarios from this map. Good luck!



scenes are set for your playfield. Feel like being in the Lands of the Giants or a Matchbox car? Drive around a house filled with ramps and obstacles where you can ride or hide. Other strange worlds like Western World, Toy World and many more filled with crazy obstacles that you have to avoid or drive on.



Choose from three different cars at the car dealer's showroom in the beginning.

Virtual Reality Scenes



Awesome scenes like these are yours to explore and drive through complete with obstacles. Matchbox-like tracks, ramps and loops will enable you to test your driving skills.

Play with a friend and race against him/her. Play tag with the other player by racing through the house or other worlds where you have to chase him/her to the end.





The overworld is a land consisting of nine continents. The whole landscape can be rotated!

The Underworld is where most of the game is played. Find all the secrets and be a hero!



There are all kinds of treasures and weapons to find!

Walk on eight different weapons that vary in range, power and such.



Hidden Items are scattered everywhere. Make sure you find them all!



Will restore health pts.

Will restore magic pts.

Opens a color door.

Spells will help you out of any tight situation, but watch your magic meter!

Look for the eight magic spells!

Heal: Restores one unit of health.

Zip: This will get all an enemy.

Slow: All enemies are slowed down.

Save: Lets you save in a room.

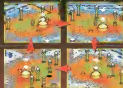
Damage: All on screen are hurt.

Reveal: Shows all hidden blocks.

Freeze: Holds all enemies nearby.

Unlock: Opens all doors in town.

Cool Rotation!



It's about time! The game that we've been previewing for the past three years is finally going to hit the store shelves. Enter the sequel to Solstice, where you must travel to eight dungeons to free your father, Sheex, from his apprentice Sonya, who only sought out Sheex's magic for her own vile purposes.

The game is composed of eight continents. Below each continent lies a network of labyrinthine where you must collect the 12 coins from each to summon the boss of that continent and collect the help things to find your father.



FACT FILE

EQUINOX

MANUFACTURER	# OF PLAYERS
SONY MICROSOFT	1
DIFFICULTY	AVAILABLE
HARD	MARCH
COUNTRY/ SIZE	NUMBER OF LEVELS
8 MED	8
THEME	% COMPLETE
ADVENTURE	55%

THE GOOD

The complexity of the puzzles are hard, but not to the point where you're swearing at the game!

THE BAD

The only annoying thing is trying to walk past those spikes! You can get hit from an arm's length away!

THE UGLY

There's nothing really ugly at all. Everyone's been quite used to seeing the pix of this game since 1991!

Equinox

Caladonia

Caladonia is a beautiful countryside containing the labyrinths of the first dungeon.

Don't be afraid, because this dungeon is quite an easy one, giving you the bare bones to start your adventures off.



Ghosts will haunt your days until they are over! Be sure to take them out in good time!

Be careful around the spikes, you'll be feeling it for a week if you miss a vital jump!



Boss Two-Sung Sung



This big fella bows boulders and sinks into the ground from time to time.



Great! Like the highest levels in order to make certain jumps. Just be patient.

Make sure to come to a stop when these floors come down, or you will have one itching skull!



Deeso

The desert sands of Deeso are littered with entryways into a gigantic Egyptian catacomb structure. Be wary of rats, because poisonous ones will roam in this dungeon. What might seem real is actually...



Watch! Catacomb enemies will follow you about. Just not them when they are still!

Be careful of your perspective! Blocks tend not to be where they appear to be!



Boss One-Bonehead



Aggly named, Bonehead is one fast skull that just no happens to spill out ghosts!

Tori



Tori (ho - not Lori) is a fruitful land of lush forest areas. Beneath it lies the vast cave system.

But has enough dead ends to make your nerves snap! Shutting grill doors are the most persistent threat.



Boss Three-Quetzalcoatl



This is a silly Boss with its equally silly name. Destroy it section by section.

Boss Four-Pincha



Take the highest vantage points if you wish to avoid the spikes as vulnerable!



Once again, you must use your jumps or you will have a shaver of a bullet!

Many pillars and blocks are stacked up so that you can see all kinds of hidden stuff!



Atlena



A land that has sunk into the water, Atlens contains a rich landscape of islands and escape while above the water, docks and wooden bridges span the dangerous entryways across the seas.



SUPER NES



NINJA

STATS

HEIGHT 6.89 FT

WEIGHT 1540 LB

Ninja is, without a doubt, the most powerful of the three, but is very slow.



POWER-UP WHEN YOU'RE LOW

Fighting Bangler's army takes a lot of energy. Look for Energy Capsules.

KUNDICHI

STATS

HEIGHT 5.58 FT

HEIGHT 79 LB

The smallest ninja warrior is capable of some damage with her knife skills.



KAMAITACHI

STATS

HEIGHT 6.01 FT

WEIGHT 220 LB

Equipped with razor-sharp blades, he does little damage, but is very quick.



THE NINJA WARRIORS

THE NINJA WARRIORS

FACT FILE

THE NINJA WARRIORS

MANUFACTURER

TAITO

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

MARCH

CARTRIDGE SIZE

12 MB

NUMBER OF LEVELS

8

THEME

ACTION

% COMPLETE

100%

Taito has quite possibly produced the most exciting, intense and lethal action game for the Super NES.

Weighing in at a hefty 12 Mega, this right stage adventure lets you choose from one of three cybernetic attack robots, who have been programmed to defeat Bangler and his massive military machine. Each one features a unique set of four fighting and finishing moves! You'll need all their speed and power to counter the wide array of defenses that protect Bangler from the oppressed masses. Prepare for an adventure with fantastic animation, detailed backgrounds, impressive music and solid sound effects.

THE GOOD

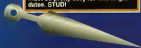
Good graphics, killer sound and music, great game play, awesome characters, huge bosses, etc....

THE BAD

The only bad part about this cart is that it is not a two-player simultaneous game.

THE UGLY

Check out the mug on Bangler. It must be pretty easy for him to get dates. STUI!



STAGE 1

Banglar's men raid the city and it's time for the Ninja Warriors to save the city from the oppression.



There are many ways to attack Banglar's army. Try different pad and button combinations.



Near the end is a fuel truck that gets blown away by a bomb. You're near the end Boss.



STAGE 2

The Ninja Warriors take to the rail yard and go into an underground complex with more enemies.



Kunoichi fares well in this level as she can throw her enemies with ease and has more attacks.



Use the area's immediate obstacles to your warrior's advantage like the line and big vaults.



STAGE 3

The complex further leads to a subway infested with more of Banglar's men. Then go back up to the city.



Kamaitachi is the warrior preferred for this level for his unmatched speed and quickness.



Kamaitachi's holds, though tough to do, set up the enemies for jabat kicks and other attacks.





LEVEL I

This level starts you on your journey to defeat the evil red dragon!



The Boss of this level is the Orc King. Stay clear of his choice or he'll beat you!



Go through the forest toward the Orc King to pass the first level.



Hit the magic orb to release the spell that is inside of it.



Use your magic and your flying air attack to defeat the minion of the red dragon, Giddees.



KING OF DRAGONS

FACT FILE THE KING OF DRAGONS

MANUFACTURER	# OF PLAYERS
CAPCOM	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	APRIL
CARTRIDGE SIZE	NUMBER OF LEVELS
18 MEG	12
THEME	% COMPLETE
ACTION	70%

The mighty red dragon known as Giddees had been terrorizing the land of Nalrus for a hundred years. The desperate king asked his wizard to put a spell on the dragon. The wizard said that he would, but he could only put the dragon to sleep for one year. When he awoke, he would be even more powerful. The king agreed and the dragon was put to sleep. Now the dragon is starting to wake up and it is up to these five heroes to stop him before it starts again!

MAGIC METEOR

Bring destruction on your enemies with meteor!



THUNDER

Send thunder to destroy your enemies!

FIRE

Fire will come from the sky to destroy your enemies!



FROG

Watch as your enemies turn into helpless frogs!

JEWEL

Turn the bad guys into a bunch of valuable jewels!



THE KING OF DRAGONS

WARRIORS

WIZARD

CLERIC

ELF

FIGHTER

DWARF



He can pick off enemies of a distance with his bow.



The wizard is solely dependent on his magic.



The sword is his ally, and he lets it do the talking for him.



He uses his smarts to advance levels quickly.



Very slow but also very strong—he loves to fight.

LEVEL II

Treasure in an old castle



You will be attacked from all sides in the castle.

Use magic wisely—it takes from your life!

The Boss of this level is a Minotaur who covers the screen with his giant axe!



LEVEL III

Battle on a mountain peak.



Fight your way up the side of the mountain to reach the Boss at the top. The huge flying dragon at the end of this level will try to stop you from getting any further. He'll try dive bombing and then switch to fire.



LEVEL IV

Cave of the Hydra!



Break open the containers to find the hidden magic!

Fight the blobs trying to suck your life out of you!

At the end of this level, you have to fight the three-headed Hydra. It's enormous!



LEVEL V

To the Nordic Isles!



This level is short and doesn't have a Boss, but it's still a challenge.

LEVEL VI

Giant in the streets.



Now you have bad guys to fight on the ground and in the air!



In this level, the Minotaur is back as a Mid-level Boss.



At this point, you will be very powerful, and able to do some damage!

After you kill all of the guys that are alive, dead guys will come after you!



Now this guy will try to take you out using a charge move.

THE GOOD

This game offers a lot of different levels and cool enemies that will keep you playing to the end.

THE BAD

The Two-Player Mode is cool, but four-player would have been even better.

THE UGLY

The one-eyed giant dude at the end of Level Six sure is ugly.



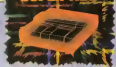
The fighting gets really intense—these guys are tough!



The Boss is upset because you are invading his home turf!



Don't let the Boss get a hold of you—he'll pick you up and slam you down!



Zora—leader of the "Sproe" (a group of Space Pirates reigning in an Evil Interphase)—has lost her home world due to an ecological disaster. Selfishly, Zora and her henchmen now have invaded Earth to steal its natural resources in order to build a new and prosperous planet. George Jetson—father of two—has been ordered by Capt. Zoom to stop Zora's plans and send them back where they came from. Capt. Zoom gives you the Pneumo Osmatic Precipitator, a device that helps you move around the levels by sticking to walls and ceilings. Use it to suck away crooning enemies.

PICK UP THESE ICONS



There will be many icons for you to pick up. Stock up to replenish health or gain points.



Invasion of the Planet Pirates



Utilize your only weapon (Pneumo Osmatic Precipitator) to move around. Hang or cling on walls and ceilings to get to higher levels in a stage. Also, use it against the enemy.

BONUS STAGES



Time is a factor here. Scale this tall by jumping on ledges to get the icons. Remember to watch your time.



On this Bonus Stage, you will have to catch the falling icons in the waterfalls while avoiding the big black balls. If you touch the balls, the bonus round will end.

The icons here will be flying around you, coming from the left and right sides. Find the flight patterns of the icons to get all of them.



Jump on ledges to obtain the icons. Don't fall, because the bonus stage will end. Also, watch your time or else you will fall behind on getting the icons.

FACT FILE	
THE JETSONS	
MANUFACTURER	2 OF PLAYERS
TITLO	1
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MB	3
THEME	% COMPLETE
ACTION	100%



Maneuver through the factory by riding the obelisks. Watch out for the buildings.

STAGE 1



Test your skills here by passing through the gears and reaching the higher levels.

STAGE 2



Go through the jungle and descend in the complex to destroy Zora's henchmen.

STAGE 3



Boy, it's dark out here. Look for ledges to jump on when there is no light.

STAGE 4



STAGE 5



This level is quite short. If you played the game on easy, this will be your last level. Captain Zoom will congratulate you for getting rid of Zora. He will then transfer you back to the first level set on normal. You will then have to go through the stages again, passing the fifth level where more Bosses await your defeat.



THE GOOD
 Hey, is it the cartoon series? Wait a minute, it's a game.

THE BAD
 That outfit for Captain Zoom looks a bit light, especially by the waist and below.

THE ONLY
 I can only imagine how it feels being tackled by that Pneuma Osmatic Precipitator.



FACT FILE SLAM MASTERS

MANUFACTURER	# OF PLAYERS
CAPCOM	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	NAT
CARTRIDGE SIZE	NUMBER OF LEVELS
24 NES	N/A
THEME	% COMPLETE
SPORTS	75%

Slammen' its way to the squared circle is Saturday Night Slam Masters. The arcade wrestling hit is now making its debut on none other than the Super NES. Choose from 10 of the world's greatest wrestling talents and battle your way to the CWA Title.

Play in a Singles Match for a one-on-one tournament or the special Team Battle Royal Mode that lets two teams wrestle simultaneously.

Once you have chosen your wrestler, you will find a huge assortment of different moves at your disposal. You can also execute deadly wrestling moves by pressing a combination of control pad and buttons. Now go out there and get ready to rumble!

THE GOOD

Awesome graphics, fantastic music and sound effects, plus super spectacular moves.

THE BAD

Although there are plenty of basic attacks, there should have been more special moves.

THE DOLLY

What could be uglier than a ring full of sweaty muscle-bound men?



AERIAL MOVES



PILE DRIVER



LUNGE



SPIN KICK



ELBOW DROP



FACE BREAKER



LEG TOSS

THE STUNTER



When you're in the ring, you leave yourself open to a lot of attacks. Keep a conscious eye on your opponents and counter move.



Unleash a flurry of punches and kicks upon your opponents. Enough of them will eventually knock them down to the mat.



Once you have your opponent tired out, get on top of him and pin him, but watch out because he can still kick out of it.

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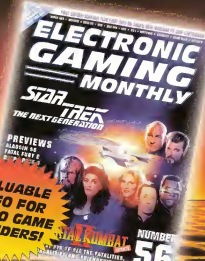
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Hey I know you!

Michael Gallo, a producer at Konami (America) Inc. is just one of the many staff members who appear in the game.



Lethal Enforcers is coming straight from the arcade onto your Super Nintendo. You start the game as a patrolman and you move up according to how accurately you can shoot. The enemies in this game pop out from behind different objects, like garbage cans, old cars, and air planes. Remember that these guys are ruthless and will throw out an innocent bystander to confuse you. If you do happen to hit one, you will go down a level in your rank as a police officer. You will also find other guns on your way, like magnums, shotguns, and an Uz4. The game also has a practice target mode so you can sharpen your shooting skills!

LETHAL ENFORCERS

THE GOOD

The game looks very cool and the gun is very accurate so that you never miss, if you're good!

THE BAD

The game is really repetitious, and unless this is your kind of game, it can get a little annoying.

THE ONLY

I've shot a few innocent bystanders in my day and I can tell you they just don't flicker and fade away!

The bad guys in this game pop up all over the place so practice your draw and keep reloading!



Bank Robbery

Some nasty hoods have tried to take over the bank. But they didn't count on you to show up and ruin it!



Bullets in the magnum gun are bigger, making it easier to hit targets.



The guy in this van has some really heavy guns. Hit his missiles or they will get you.

Trouble in China town

There is a disturbance in China town as you've been called in to restore peace to the neighborhood.



Try not to hit the guy with the dumb chicken that got away. If you do you will lose points and rank!



FACT FILE LETHAL ENFORCERS

MANUFACTURER	# OF PLAYERS
KONAMI	1 TO 2
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MB	8
THEME	% COMPLETE
SHOOTER	89%



The Boss of this game is a crazy guy with a lot of swords, so be careful!

The bad guys have escaped to the L. Chase them until the end!



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NASTA LA VISTA, BABY!



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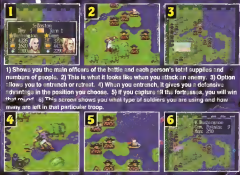


Liberty or Death
A Revolution in Strategy

FACT FILE
LIBERTY OR DEATH

MANUFACTURER	# OF PLAYERS
KODI	1 OR 2
DIFFICULTY	AVAILABLE
1040	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
1.5 MB	200+
THEME	% COMPLETE
STRATEGY	80%

Super Battle Action!



1) Shows you the main officers of the battle and each person's total supplies and numbers of people. 2) This is what it looks like when you attack an enemy. 3) Option allows you to entrench or retreat. 4) When you entrench, it gives you a defensive advantage in the position you choose. 5) If you capture all the fortresses, you will win that month. 6) This screen shows you what type of soldiers you are using and how many are left in that particular troop.

Options for total control!



These are your main options:



Deal with your people here.

Get info on all your people.



You can save with this option.



Attack territories and then claim them for your side.

Liberty or Death



In this game there are a lot of realistic animations to describe certain events so they happen. For example, the top left shows a spy obtaining secret information.

Liberty or Death is a very unique military strategy game. It puts you (the player) in a very different situation. You help determine the events and the outcome of the Revolutionary War. Play as General George Washington on the American side or play as General Thomas Cope on the British side. This means you can play as the British and defeat the rebellious Americans! You must carefully plan your attacks against the enemy, for any false moves can easily allow for defeat. Can you defeat the British soldiers or the Americans? The fate of American States is in your hands.

THE GOOD

This game is a lot of fun for the hardcore strategist and adds a new twist to military strategy games.

THE BAD

The graphics seem almost 8-bit and the time seems to drag on forever—especially if you're the Americans.

THE UGLY

The wigs and hairstyles they had back then, and the sinking feeling you get when you are defeated.



Attack territories and then claim them for your side.



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“what can
my Sega

do for me?”

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THE TERMINATOR

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“what can I do with my
Sega CD?”

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MEGAMAN'S SOCCER



FACT FILE MEGAMAN'S SOCCER

MANUFACTURER	# OF PLAYERS
CAPCOM	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	APRIL
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	N/A
THEME	% COMPLETE
SPORTS	70%

A mysterious explosion has brought an important sports match to a halt. Dr. Light noticed the vacuum and ordered the Starman hero to take on an evil group of robotic soccer players who, if victorious, plan to take over the world. Defeat them here or the world is doomed.



Toggle the field radar on and off to be able to see where your teammates and adversaries are.

THE GOOD

Plenty of your favorite Bosses are here to play as or against. Use their custom powers for a new twist.

THE BAD

The only bad part is that this didn't come out sooner. Too many sports game are taken too seriously.

THE UGLY

Having the computer destroy you with all the moves of a pro and top it off by using the special attacks.

12 DIFFERENT ROBOT TEAMS AND UNIQUE FIELDS



TONS OF MOVES AND OTHER ROBOTS

Use all the moves of a pro player and unique special attacks for each robot.



HEAD IT



SHOULDER CHECK



SLIDE TACKLE



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THE GOOD

This is a definite surprise! A game with a "me too" sounding premise actually came off very nicely!

THE BAD

The only consistent nerve-racking problem is the mere fact that there are no continues.

THE UGLY

I feel like I'm in a Bud Light commercial! It's a big name license and it's a very good playing game!

WON YOUR WEAPONS AND FORCE
Darien is not going into this battle unarmed—that's for sure! There are plenty of power icons that can increase your health, power-up your gun or even lengthen your Life Meter considerably!



FACT FILE	
TIME TRAX	
MANUFACTURER	# OF PLAYERS
THO	1
DIFFICULTY	AVAILABLE
HARD	MAY
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	8
THEME	% COMPLETE
ACTION	95%

SEEN BUT FORGOTTEN CONTAINERS



Several power-up containers are dotted about the levels.



INCREASE HEALTH AND LIVES



Should you spell "Selma" or "Extra" with the letters, your health will boost.

VERSION, GENIUS



PROFANE: DERWIN
Derwin Lambert is a cop from the future. He possesses keen eyesight to slow down the action.



PESSIM: SELMA
Selma is Darien's computer complete with holographic projection. She provides mission detail.



PELLET PROJECTION PISTOL

Darien is extremely well trained with this weapon.



OTHER USEFUL SKILLS

Darien is skilled at marksmanship, providing plenty of close-up attacks!



The network television sci-fi show has just been loaned to the video game platform! Developed for THQ, this title has some of the most original game play seen of late on any home system! Play the part of Darien, a cop from the future, who must apprehend criminals from his time who have traveled into the past to upset the flow of history.

Whatever you do, don't think that this is just an ordinary run 'n' jump action game. Darien is given plenty of moves to provide plenty of diversity, and the levels are equally diverse—offering multiple routes and hidden rooms galore that can be only accessed if you have the right tool handy. Great for fans and gamers alike!

Time Trax



ENTER THE LABS OF DOOM!



Dash swiftly beneath the hail of laser fire and pick each one off patiently. Rush in and you're fried!

Lasers aren't the only problem. Scientists take pot shots at you out-of-doors as well!



Climb this brontosaurus skeleton to find obscure power-ups!



Run fast from this moving wall of spikes or become holy!



Beware of this Boos! You'll have to climb like a monkey to take out the laser cannon!

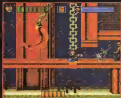


AND MORE LEVELS...

After all this, take a jet ski and race up to an island that you must trek through. Several traps are set up to slice you into pieces, as well as soldiers, spiders, snakes and giant bats!



For your sake, zip the controls of the crane or you'll face a skewered death.



Time bombs, large jutting spikes and a network of steel girders are just the beginning of this zone!



Flame-throwing men are guarding the hostages in the construction rig. Give them a shock or two.



Grab the key to get into this room.

A shortcut lies within these spikes.



FIND ALL THE SECRETS!



The Boos will be waiting patiently for you!

Destroy the turret to go down to the Boos.



THE GOOD

Hey, it's a shooter with a purpose! The play control and variety of missions make this cert a blast to play.

THE BAD

You've got to play this cart a few times before you get the hang of the controls. Once you do, look out!

THE DGLY

The floating skull with the tail in the second level reminds me of a girl I used to date! Hence—"The Ugly!"



After a few levels, the enemies will become much bigger and much harder to defeat.



In the second level, you must defeat this huge, ugly skull to rescue the hostages.



Hit this "thing" (for lack of a better term) with multiple shots to stop it in its tracks.



SUB TERRANIA

Here's a shooter with a twist! It's called Sub-Terrania and it's a real mind-blower! Each mission has its own set of unique objectives for you to fulfil. All of the scenarios take place underground, so obviously this is not your average shooter!

At the start of each level, you are given a map which outlines your objectives for that specific mission. Along the way you will discover secrets, fight hideous looking monsters and conquer a world seldom seen! Sub-Terrania rules!

These Are The Icons Which Keep You Alive!



Fuel Refresh: These suckers are placed strategically all over each level. Finding them can be a problem sometimes, especially when you're low on fuel. Land on one to replenish your waning fuel supply. Memorize their locations because they could save your life!



Shield Refresh: An invaluable item later in the game. These are scattered around. However, they are nowhere near as plentiful as Shield Refresh. If you are lucky enough to find one, land on it to completely fill your shields. They will be very welcome in the later levels.



Free Life: Whenever you can find one of these, get it at all costs! This will give you one free life when, and if, you can spot it. Look around carefully so you don't miss them. They're usually in hard-to-reach places, or they're near something that will damage you!



Missiles: Get 'em while they're hot! If you should happen upon one of these little beauties, you're good to go. Each one of these will add 30 missiles to your already bulging arsenal. Missiles especially come in handy against bigger, more powerful enemies.

Mission Objectives:

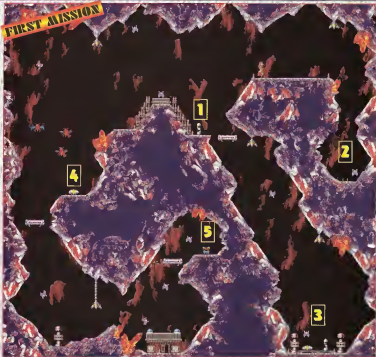


What it all comes down to is this—each mission's main objective is twofold: Rescue the trapped

soldiers and find the Sub-Monster. Easier said than done! The stranded soldiers are usually scattered in different places. And to make matters even worse, there are many intermediate mission objectives to be completed before you can rescue the people and locate the Sub-Monster. It takes a lot of patience, so good luck!



FIRST MISSION



Some strategy to get you started!

OK, here we go! On this level, start by getting the Extra Life located at (1). Be careful not to shoot the moving platform next to it, because it will move and destroy the icon. Tricky! Next, go and rescue your trapped people located at (2). Easy enough. Now go and refuel your ship and pick up some missiles. You can get them at (3). Be careful not to hit the enemy walls, because they will drain your shield. If you hit the walls too many times, your ship will be destroyed. Now it's time to get the Sub-Module and complete the mission. If you need to refuel, you can do it either on the way to the Sub-Module, or on the way back! A Fuel Refresh is located at (4).

As you're going for the Sub-Module, watch out for the ceiling-mounted laser cannons along the way. If they hit you enough times when your shield is low, you're history! Grab the Sub-Module and immediately hold back to your starting point. Once you're back at the starting point, the mission is over. Good job!



FACT FILE

SUB-TERRANIA

MANUFACTURER	SEGA	# OF PLAYERS	1
DIFFICULTY	MODERATE	AVAILABLE	MARCH
CARTRIDGE SIZE	16 MB	NUMBER OF LEVELS	5
THEME	SHOOTER	% COMPLETE	95%



The game looks really intense from what I saw. Unfortunately it isn't completed, but I think it's a great game in the works. The control performs superbly and the graphics run very smoothly. In this game battle villains like The Leader, Rhino and Tyrannus with the famous Hulk punches, headbutts and stomping attacks. The game promises

long-term challenge and enjoyment as it will take hours to master all the moves and difficult levels. I don't like the average punch-and-move punch-and-move game, but this one looks like it will be a lot more than just that. The idea that you have over 15 moves to do makes the game all the more interesting. Definitely look for this game when it does appear.

THE GOOD

Great graphics and superb game play make this quite an interesting gaming experience.

THE BAD

This game really wasn't finished enough for me to form a 'bad' about it. Watch out next time!

THE UGLY

Just wondering how smelly that Hulk guy must be after a long hard day of fighting. Phew!

THE INCREDIBLE THULE HULK



Killer Moves

The fact that there are so many different types of moves to do is what makes this game unique. Moves like the Super Stomp, Bear Hug and Pile Driver are familiar

from other games, but this game combines them quite effectively in one game. It makes the usual ho-hum of bashing enemies not so bland.

FACT FILE THE INCREDIBLE HULK



MANUFACTURER

U.S. GOLD

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

MAY

CARTRIDGE SIZE

16 MEG

NUMBER OF LEVELS

5

THINGS

ACTION

% COMPLETE

76%



The little green capsules are energy. Make sure to find them for life retails.



This is a map of the first portion of Level 1. Here is where you experiment with your controller and learn how to do the moves. Bash the robots with all your might to move on.

- 1) Climb down the ladder and smash the box to find some energy.
- 2) This ladder leads to the next part of the level.

Map of Level 1

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FACT FILE BARKLEY: SHUT UP AND JAM!

MANUFACTURED	# OF PLAYERS
ACCBLADE	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
3 MOD	N/A
THEME	% COMPLETE
SPORTS	100%

The Ultimate two-on-two jamfest starring Sir Charles and 16 of the neighborhood's best streetball players. They're on support: the new four-player adapter so you can jam with your friends while Charles effs about. Cool commentary such as "I'ma for some pain!" and "Hurt, don't it?" throughout the game. Shut Up And Jam represents the root of basketball. No bleachers lined with fans, just you and the guys on greasy covered asphalt. It's not a game of polished wood, it's a game of hot pavement.



Choose the players on your team carefully. Each sports his own strengths and weaknesses.



Picking a balanced team will pay off—all your strength won't lie in just one area.

BARKLEY SHUT UP AND JAM!

THE GOOD

The ruff-n-bull streetball play and dozens of jams make this game fun to play, especially with four players.

THE BAD

You can't select the same teams or players and you can't change the time each round lasts.

THE UGLY

Going for a Power Slam and greeting the concrete with your face, as the ball is stolen from you mid-air.

JAM THIS!



Each of the 16 players sports his own personality and signature moves, including: Flying Slams, Reverses, Hanging Jams, 360 slams, Hook Shots, Run Hinges and other power moves that are a riot to watch.

STOLEN!



Be careful when you go up for Flying Slams or Hanging Jams—another player can take your thunder with a steal!



OPTIONS

Play two-on-two with a friend, or go against the computer in a series game! Save it all with the Password Option!



MAP



Choose between the numerous unique street courts across the country in this selection map screen.



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EUROPEAN TOUR GOLF



Welcome to PGA European Tour—the game that allows you to enter the most prestigious tournament in golf. Now it challenges you to rise off on five of the most beautiful courses in Europe. The game play is the same from the original PGA cuts, but the added features of PGA European Tour will definitely have golf fans or passing up their golf carts on this year. Besides the tournament, you have the option of playing a skins game, match play or even a shoot-out if you think you have what it takes to go against 61 of the best golfers in that world, grab your caddy and hit the greens, European style.

5 NEW COURSES!



At the Options Screen, choose to use one or two controllers. Even toggle between four different camera views!



Keep track of your standings and other players in the tournament at the PGA leaderboard.



Before each hole, view a fly-by perspective, where you will get advice from some of the more experienced golfers on the tour.



FACT FILE PGA EUROPEAN TOUR

MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1 TO 4
DIFFICULTY	AVAILABLE
MODE/PATE	NEW
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MB	N/A
THEME	% COMPLETE
SPORTS	99%



WENTWORTH CLUB



FOREST OF ARDEN



CRANSTON-SOMERS



LE GOLF NATIONAL



VALDERRAMA



The hole browser is a neat feature. It allows a player to check out the green from any angle high above the course.



Sinking birdies is not going to come overnight. With enough practice, you'll get the hang of it.



Which you make just incredible putt or that 75-yard chip shot for an eagle, you get an automatic instant replay!

Before you go for the million dollar putt, it would be a good idea to check out the close-up of the green.



After the journey, check out the scorecard. If you made the cut, you'll be able to go on to the second round.



Back at the tour tent, you and three other players can save your progress using the built-in battery backup.



THE GOOD

The match play, shoot-out and skins game make this an excellent golf cart. Great sound!

THE BAD

If you're looking for a major change of game play from the earlier versions of PGA, there's not much.

THE UGLY

The ugly would have to be the competitiveness of the other golfers—they don't cut you any slack!



NBA ACTION '94

HOSTED BY
MARV ALBERT

THE GOOD

Pick from the best. All the NBA teams are here and all of their real players are at your disposal.

THE BAD

The effect of the court turning left and right or vice-versa will take time getting used to. Frustrating at first.

THE UGLY

I still can't figure out why the guards can dunk the ball like the big guys.



NBA Action has some incredible features. One of the features is the turning of the court. Watch the court turn when you pass the half-court line. It will take time to get accustomed to the switching of sides.

FACT FILE
NBA ACTION '94

MANUFACTURER	# OF PLAYERS
SEGA	1 TO 5
DIFFICULTY	AVAILABLE
MODERATE	APRIL
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MB	N/A
THEME	% COMPLETE
SPORTS	80%

CHECK OUT THE JAMS!



Detailed characters let you recognize the players from their appearance in the NBA.

YES... AND IT COUNTS!!!



One of the most exciting basketball games is here—NBA Action '94 has all 27 real teams, players, and their logos with up-to-date stats. It is also hosted by Marv Albert—one of the best commentators on national TV. Pick from five game modes: NBA Exhibition, Season, All-Star Game, Playoffs, and the NBA Finals. Play with the best by picking among 30 all-time greats from the Hall of Fame. Awesome multi-play action!

This ball-out features awesome dunks and layups. Real digitized player animations bring players to life. True defensive stance challenges the gamer.



Take your time shooting the free-throws. This will give you a better chance.



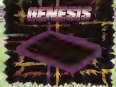
Awesome defense! Pick from five defensive positions.



VIEW INDIVIDUAL STATS

These screens will show you the individual records of players. On the two teams that have played. On the other games, you will be able to change players who are used or in a foul trouble situation.

Marko's Magic Soccer



The evil Colonel Brown is creating a genetic formula that mutates innocent people and animals into sludge monsters. You are Marko, a boy who loves soccer, and one day you lose your soccer ball down a sewer. Marko finds his ball and witnesses Colonel Brown's men dumping the toxic sludge into the sewer water. After they leave, Marko finds his ball in the sludge and he cleans it off. He then realizes that his ball is now magic. Help Marko stop the evil Colonel Brown and save the quiet town of Suburbia. This game is great because it shows off an original storyline and some truly unique game play. The game is challenging and quite a bit of fun. Use your soccer ball to defeat all the evil people and things you meet. You must use your mind as well as your fingers to make your way through the puzzles. The levels are really interesting and fun to play.

A neat feature in this game is the programmers let you practice all the moves of your character in his backyard. This way, you know a little about the game before you start Marko's cool adventure.



FACT FILE MARKO'S MAGIC SOCCER

MANUFACTURER	# OF PLAYERS
CONAMI	1
DIFFICULTY	AVAILABLE
HARD	END 07L '94
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MB	4+
THEME	% COMPLETE
ACTION	88%



In this game, try and get all of the cans and stars you can for extra points. Also, watch out for the sludge monsters and clowns for they are tough to beat.

Awesome Attack Moves!

You have a lot of attacks in this game. Make sure you practice these moves in the backyard to learn all of them.



High Kick



Headbutt



Low Kick

Bike Kick

THE GOOD

This game is great because of the unique storyline and game play. Superb cinematics, too.

THE BAD

This game is extremely challenging and will frustrate many people.

THE UGLY

Watching Marko liberally melt when he falls into a pool of sludge.

This level is very complicated because of all the different paths you can take. The enemies are tough and sometimes come out of nowhere. Watch for the sludge monster and if you see a person taking pictures, touch him/her and you will continue from that point.



Map of Level 2

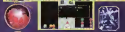
COLUMNS



FACT FILE

COLUMNS III

MANUFACTURER	# OF PLAYERS
VIC TOKAI	1 TO 5
DIFFICULTY	AVAILABLE
MODERATE	NARCOS
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MB	N/A
THEME	% COMPLETE
PUZZLE	85%



If you can crush three sets of gems in a row, you score additional points and also get power-ups! Try to set up gems for a multi-crush instead of going for simple scores.



When playing the computer, access the Options Menu by hitting START. Here you can use some of your saved power-ups to either attack your opponent or to get yourself out of a jam.

Welcome to the world of Columns, where you must crush gems as they pile their way to the top of your screen. Maneuver the multi-colored jewels around the screen and align three gems of the same color horizontally, vertically and diagonally to crush them and make them disappear. You can go against the computer or up to four other players in a Multi-player Competition Mode. When playing the other players, use your skills to sabotage the other opponents and avoid attacks on yourself. See who is the true master of Columns.

USE THE MAGIC GEMS!



Randomly throughout the match a magic gem will fall from the top. By hitting the attack button, you can change its shape and power. Be careful not to have your gem crushed by an opponent's attack.



Have some attack points at all times and keep an eye on your opponent's side. A well planned attack will destroy a crucial gem or power-up that would have been used to attack you.

THE GOOD

The power-ups—they make the cart more than just a simple puzzle game.

THE BAD

When playing against the computer, there aren't many levels to play through once you master the game.

THE UGLY

Having your controls reversed and your play field turned upside down! Not fun.



If you crush three sets of gems, a glowing stone will fall. Crush this stone and your opponent will be handicapped for a short time as his screen turns upside down or his controls reverse.



If you are lucky enough to score several points in a short time, one of your gems will begin to glow. This super gem can be crushed, clearing your screen of gems and giving you a great advantage.

ReadySoft Incorporated & Epicenter Multimedia Present

DRAGON'S LAIR



This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.



SEGA CD



ReadySoft Incorporated
71 Wortham Court, Suite 2
Richmond Hill, Ontario, Canada L4B 1B9
Tel: (905) 731-4175 Fax: (905) 764-0067

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Program #EG-01800 by ReadySoft Incorporated

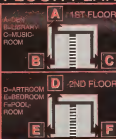


Welcome to the Mansion of Hidden Souls. Once inside, you will embark on a mystical journey through a world torn between innocence and evil. The inhabitants of this mansion welcome you with open arms, since very few guests ever visit and even fewer guests ever leave! Your sister, intrigued by the beauty of a passing butterfly, wanders into the mansion and now you are her only hope of ever seeing the light of day! The mansion has many rooms, and hidden areas that are full of mind perplexing puzzles that will require quick thinking and a strong will to survive.



Once you enter the house, the door immediately locks behind you—for good!

FLOOR PLAN



The den has many secrets to be revealed, perhaps even a way out.



The pictures in the art room can unlock many secrets, maybe even rooms?



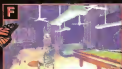
Is this a butterfly collection, or is it previous guests that never made it out?



If you're thirsty, maybe you should head to the bedroom and have some tea.



Keep your ears open in the music room, for there is much to be heard.



The pool room has much more to offer than just games. How about darts?



FACT FILE
**MANSION OF
 HIDDEN SOULS**

MANUFACTURER

VIC TOKAI

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

MARCH

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

N/A

THEME

ADVENTURE

% COMPLETE

85%



Did you figure out the link between the butterflies and the mansion?



All of the butterflies in the mansion are blue, except for the diseased ones. Why?



Listen very closely to the advice that the butterfly has to offer.

THE GOOD

The game has a very unique style of game play, very different than any other game for the Sega CD.

THE BAD

The graphics are OK, but suffer from the lack of color the Sega CD can put out.

THE HOLY

For the amount of work put into the graphics, I was expecting a little more hype at the ending.



The mansion is filled with pictures, but none as special as this black one.

To unlock the puzzle of the dashboard, it might help to do a little reading up on it.



This underground dungeon holds the ancient secrets of light and dark.

This stone statue seems harmless. Be careful—looks can be deceiving.



Watch your step as you attempt to make your way across the pillars—there's no second try!

Could this be your sister? Will you ever be able to bring her back to her original form?



The diary should be the first item you search for. It will allow you to save your game at any time.

There are many keys hidden throughout the mansion—make sure you search everywhere.



Some items may not seem useful at first, but hold onto them. They may be an important key in the game.

Before exploring any underground areas, it would be a good idea to grab something to light your way.



ART OF FIGHTING 2


FACTS
ART OF FIGHTING 2

MANUFACTURER

SNK

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

ARCADE

CARTRIDGE SIZE

180 MB

NUMBER OF LEVELS

14

THEME

FIGHTING

% COMPLETE

100%

One of SNK's first fighting games now has a sequel with more fighters, more moves, more special attacks—more of everything!

Newcomers to the art are Yuri Sakazaki, Temjin, and Eiji Kisaragi. All three are gifted with exceptional fighting skills. Yun is the sister of Ryo Sakazaki. She was kidnapped in the original Art of Fighting and has developed her fighting skills to fend for herself. Temjin is a heavy-set character with incredible power and speed. He has honed his skills using Power Drops and an assortment of special attacks. Eiji Kisaragi is perhaps one

of the toughest fighters among all of the fighters in the game. He has the uncanny ability to deflect fireballs or any projectile from any enemy. He also has great range when he uses his sword. There is one slight character change. Mr. Karim has now taken off his mask and is known as Takuma Sakazaki—the father of both Yun and Ryo Sakazaki!

This sequel has improved the graphics over the original in that it has more colors and detail. The sound, too, has improved quite a bit with realistic punches and grunts. As well, the music jams

TAKUMA SAKAZAKI



The father of Ryo and Yun Sakazaki, Takuma is a master of the martial arts and the powerful Hoop-Kun, a super-blend version of Kooah-Kun.



MR. BIG



Mr. Big is the leader of the dreaded Southtown Syndicate. His skills rely on the fighting style he uses against his opponents.



YURI SAKAZAKI



This amiable little daughter of Takuma Sakazaki also masters a mix of the same techniques as her father and brother.



JOHN CRAWLEY



A military man, John Crawley is extremely strong and agile with powerful special attacks. He can launch a bi-ocularly guided and taps in the air.



TEMJIN



One of the new characters, Temjin is surprising in stature for a man so large. He can wear down opponents quickly with his Tornado Drop.



RYO SAKAZAKI



Taking after his father, Ryo Sakazaki has learned his father's martial arts skills, but Ryo will have a learned one of his father's moves.



BONUS ROUNDS

After every three matches, you can improve your character's ability in the Bonus Rounds.



STRENGTH
Eliminate the attacking thugs in the set time limit and increase your power.

SPIRIT
Punch down the tree when the bar reaches a near max to increase your Spirit Bar.



TECHNIQUE
Use a special technique to break the log and use the gained power in battle.



Don't lose to your opponent or you're in for some trash talking from him.

THE GOOD

Excellent graphics and superior music plus great sound round out the game.

THE BAD

The game is a tad on the difficult side and the computer opponent has a pattern.

THE ONLY

The traits that each of the characters do make themselves look better than their opponents.



Like most fighting games, there is a Player Versus same Player feature.



ROBERT GARCIA

Robert Garcia is a long-time friend of Ryo Sakazaki's. He is often mistaken with his friend, but martial art attacks is quite weak.



EIJI KISARAGI

Another new fighter, Eiji Kisaragi is a master ninj with many hidden special attacks. He can even deflect any projectile from an opponent.



JACK TURNER

Jack Turner has honed his fighting skills in the bars and back alleys. His street fighting tactics have the ability to do a lot of bodily harm.



LEE PAI LONG

Although he is one of the difficult fighters, Lee Pai Long still can hang with the best of them. He is probably the quickest fighter of all.



KING

A bouncer for the L'Amor dance club, King can bounce you off the floor. She has a move that releases a fireball and an upward kick. Beware!



MICKEY ROGERS

Mickey Rogers is a fighter from the city's worst neighborhood. He has no kick attacks, but his powerful punches from the back make up for that.





THE HORDE



The Horde is set in a humorous medieval fantasy world. Chauncey, the hero of this game, must defend his village against the mighty Horde. The mission of the Horde is very simple: devour everything in sight, including cows, houses, fences—they're not very picky. Chauncey, who has had the good fortune to come upon the great honor of protecting the village in the name of the King, finds out that it's harder than it looks! And so will you. The full-motion videos and the awesome storyline make this game totally fun. The Horde is also very comical in the way it moves.

SERVER BOY!

Chauncey, who is played by Kirk Cameron, is a server boy who has no home. He was raised by a herd of wild cows. He serves the King's royal feasts, until one day he saves the King's life.



During dinner one day the King chooses on some food.



THE GOOD

This is the fastest paced RPG I have ever played! The full-motion cinematics are also very cool.

THE BAD

When you first start fighting the Horde they seem unstoppable.

THE UGLY

The way the Horde will casually sleep down one of your very expensive cows, then burp!



The King gives him land and dubs him a knight.

FACT FILE

THE HORDE



MANUFACTURER	# OF PLAYERS
CRYSTAL DYNAMICS	1
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	100
THEME	% COMPLETE
ACTION/ADV	73%

TAX TIME!



We even have to pay taxes on your games now!

If you fail to pay your taxes you will go to prison!



BUILD A TOWN!



Fight the evil Horde when they come to devour everything.



After tax time you can buy other items you need.



Build fences, buy cows, dig moats, and protect the village from the Horde. If your town prospers and you kill enough of the Horde, the King will call you to the castle to grant you even more land and power.



300



Complete with Occurrences!



From lounge clubs to magnetic perfume, Twisted definitely has twisted sponsors!

Supermarket Surprise Bomb!



Take a quick glance at the fridge, then choose one item out of the three available.



Don't pick the bomb! After going through a nuclear explosion, your turn will end!



Sound Bytes is a crazy game that combines goofy sounds with presidents!



The mystery matinee will have you uncrambling real, running videos.

Twisted

FACT FILE

TWISTED

MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
PUZZLE	80%

Before you tune in to one of those dull, daytime game shows, make sure you check this page out! 3DO owners will now be able to compete against three other friends in an extremely bizarre but highly hysterical game show aptly named Twisted. This game sports a truly original cast of stereotypical characters (The giant Pez dispenser being the most) and all kinds of craziness ranging from audience shots with black and white footage, to flat out insults and goofy reactions! After you go through all of the nasty quizzes, torture wheels and questions, the grand prize is... well, we'll leave you to find that out! A great game indeed!

How do you play Twisted?

The Cyberdyne is where you must roll to climb to the top.



On a challenge square, player 2 chooses a row.



Then you must choose your lucky column!



Bonus square
These will let you roll again.



Bozo square
Land on a Bozo and lose a turn.



The Wheel!
A spinning wheel that is a pain!

THE GOOD

For 3DO owners, this title is a must purchase! It contains some great visuals and tons of hilarious antics!

THE BAD

The only thing that keeps this one from lasting is the fact that most of the gags get old after a while!

THE UGLY

If you're into Monty Python or slapstick humor, then this is your game!

With your host
host
think Frazdels.

Twisted

...and his lovely
assistant
Hannel!

Madam Elaine



An off-the-wall fortune teller

Howard



Is he here for God or your money?

Johnny Pow



A street punk who thinks he's cool.

Major Steel



Yes she bites! Steel is one hard case.

Normington



Carry car salesman and his dog.

Uncle Fez



It's a Pez dispenser in a shrinker's cap!

SUIT UP FOR BATTLE!



The time has come to go to battle. Put your suit on and rush to your craft!



SUPER WING COMMANDER

COMBAT!



Your wingman will request permission to fight. Tell him or her to break and attack.



Try to get a target lock on the Klrathi ship and then take it out.



After you blow up one of the tur balls, the rubble goes flying through space.

Super Wing Commander is a space war game of the flight simulator variety. You're a rookie pilot flying in your first missions. The enemies, oddly enough, resemble common household cats. A savage race, ruthless in battle—the Klrathi—is a worthy opponent. Your commanders assign you to the position of wing leader with a more experienced pilot flying on your wing. The first mission you must complete is to gather information. Engage the enemy only if you think the odds look good. You'll fly three missions before being promoted to a heavier ship. During your missions, you have total control of your ship and team. Send messages to your wingman and tell him or her to go back to base, stay and attack the enemies, or keep formation to continue the onslaught. On the base ship, you can save your game, talk to other pilots for information or play a simulator to hone your piloting skills. The cinemas and game play in this one are top-notch! Definitely one to watch for.

THE GOOD

The game play and the cinemas are both fantastic in this game! Even the death cinema is cool.

THE BAD

While the access time is minimal, it sometimes breaks up a really good dog fight.

THE UGLY

Some of the pilots in your squad are about as ugly as the enemy!



FACT FILE SUPER WING COMMANDER

MANUFACTURER	NO. OF PLAYERS
ORIGIN	1
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	72
THEME	% COMPLETE
SIMULATION	70%

MISSION BRIEFING



Here in the rec room you can talk to different pilots or fly the simulator.

The barracks is where you can save your game or enter the briefing room.



This is your Commander. He will give you your mission directions.

The computer will display your flight plan as a holographic image.





TEMPEST 2000

2000
ANNIVERSARY
2000
2000

FACT FILE

TEMPEST
2000

MANUFACTURER	# OF PLAYERS
ATARI	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	MAJIN
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MB	200+
THEME	% COMPLETE
SHOOTER	80%

Back in 1981, Tempest introduced the gaming world to an extra-sensory play experience that went beyond any video game concept ever developed. With never-before-seen QuadraScan Color video graphics, Tempest set a new standard for 3-D animation and challenge. In Tempest 2000, the video game that defined arcade intergalactic warfare has officially waded into the 64-Bit dimension. This time, it's augmented with powerful 3-D polygonal particle displays, cycle-shading and a 100 percent pure CD-quality techno-rave soundtrack. Plus it

has three now-blowing modes of high-velocity, brain-wrapping action unlike anything you've ever experienced. Ride the rim and unleash your SuperZapper on crazy flippers and Pesebolls in Traditional Tempest. Team up with a friend, or an AI Droid, and light up the webs against pesky Spikers and Pulsars in Tempest Plus. Venture through 100 uncharted galaxies filled with hostile Demon Heads in Tempest 2000. Then use your mirror and go Blaster-to-Blaster against the most formidable alien of the lot—your buddy—in Tempest Duel.

TRADITIONAL

TEMPEST PLUS

Light up the webs against Flippers, Pesebolls, Tankers, Spikers and Pulsars in the original arcade coin-op quarter muncher.



Tempest Plus takes classic Tempest into the next galaxy with 3 play modes: 1 or 2 player simultaneous and an AI Droid where a drone acts as a partner.



Tankers can take up to 100 hits from Flippers.

Shoot the green Spikers (in block solidors) in the web.



ALL DROID
A droid with Artificial Intelligence helps you blast.

ONE-PLAYER

The One-Player Mode in Tempest Plus is essentially the same as Traditional. The only difference is the enemies and blaster mask allow.



TWO-PLAYER

Take a friend with you and blast through the webs. It starts off easy, but really gets tough the further the both of you progress.

MORE ZONES TO ZAPI!

After clearing all 16 blue webs, they will be reset to a different color with each successive web more difficult than the previous one.



SOME OF THE GAME'S ENEMIES

These are the basic enemies of Tempest 2000. Other modes of the game contain new and nastier enemies with deadly abilities.

FLIPPER **TANKER** **SPIKER** **FUSEBALL** **PULSAR**



SOME NEW POWER-UPS



ZAPPO 2000

Collect this to add 2000 points to your score.



PARTICLE LASER

This has more power than the standard shot.



ALL DROID

Gives you an A.I. Droid to help you defend the web.



JUMP

Ability to jump. Steer and shoot while jumping.

AWESOME SPECIAL EFFECTS

FOLLOW

The screen will shift to give you a constant view from behind your blaster.



SCALING

After you clear a level, the scaling effect lets you zoom through the web.



THE GOOD

This is a perfect translation of the arcade classic with great graphics and superior sound and music.

THE BAD

The explosions on the 2000 Moda can get in the way and block your view of the field.

THE ONLY

I wish there was a weighted paddle controller like the arcade has. The regular control pad is awkward.

TEMPEST 2000

Tempest 2000 thrusts you into an inter-galactic battle zone with more enemies, bonus levels, power-ups and nerve-rattling action than ever before.



TEMPEST DUEL

Go up against the meanest alien of all—your buddy! Armed with mirrors, you must develop offensive and defensive strategies to survive.



BONUS LEVELS



HOOPS

Fly through the rings in space.



PATHS

Solve the maze path to the exit.



BLURS

Fly through the blurry rings.

As you progress through the web, fun and downfalls.



be confronted with new and deadlier enemies.



Any of the various webs can be used in your battle zone.



The scores of you and your opponent's tallied up.



THE DUEL

When you shoot, you will be rendered vulnerable to your opponent. If you don't shoot, a mirror bounces the shots back. Keep in mind that you are always fair game for the regular enemies that float around the web.

ZELDA'S
ADVENTURE
FACT FILE
ZELDA'S
ADVENTURE

MANUFACTURER	# OF PLAYERS
PHILIPS	1
DIFFICULTY	AVAILABLE
MODERATE	APRIL
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
ADV/RPG	88%

The CD-I player is really starting to get the night life! They have one of the biggest markets in the video game industry—Zelda! The Nintendo classic has you entering the land of Tolomac, where Ganon has captured Link and has cast an evil grip over the land. You must take the role of Princess Zelda and thwart Ganon and his Link before all is lost.

Since this title is on CD, there's no worry of a floppy for infinite graphic displays. The backgrounds are meticulously done, with some of the detail incredible (that's not to say on a home system). Plenty of weapons, a lengthy quest and lots of enemies to keep you busy. Well-paced to your sense of adventure, for weeks to come! A terrific game for Zelda fans.

Zelda's Adventure



Items are placed about the land, helping to guide your way.



Choose which cave to enter, and fight out your fate within!



You can access two different screens. One allows you to choose weapons and items; the other will access a map of areas that you have visited.



Dungeons! Eek!
The dungeons are filled with deadly traps and enemies.



HERE IS A SAMPLE SECTION OF TOLOMAC!



THE SCENES

The backgrounds are extremely beautiful, plus the colors are filled with gorgeous graphics.

THE SOUND

There's no music during the game, and the control is far from being identical to the Super NES version.

THE STYLE

All of the enemies, weapons, and your character look like they are from a Monty Python cartoon.

AMAZING CINEMAS EXPLAIN THE WHOLE STORY BEFORE YOUR EYES!



the 7th Guest

Have you ever been afraid of the dark? Do you believe in the powers of the supernatural? The 7th Guest, the game that took multimedia to new heights, will take you on an incredible journey into the mystical world of the unknown! Face all your childhood fears as you enter into the Stauf Mansion and cross the barrier from good to evil! Once inside, you will meet many people (or should I say corpses?) that seem to be trapped in the mansion's rooms. Will you have the wit to figure out the puzzles that the sinister Henry Stauf has conjured up or will you become a permanent resident as others before you? You have nothing to fear but fear itself!



The computer rendering is a must-see and the graphics are so breathtaking you forget about the game!

After exploring the house you will find out that the mansion may be old, but that doesn't mean it's dead.



Don't be too alarmed when you see the first apparition—they're not that bad once you get used to them.



It's a good idea to take a deep breath before opening doors. You never know what's on the other side!



Try to interact with other members in the mansion. You may pick up a clue or two.

If you head to the dining room right away, you will be able to meet the six guests. What about the 7th?



The tricky Henry Stauf has left many puzzles behind, not only to perplex you but also to keep you from leaving his dear home. Most of the first puzzles are very easy if you use your head. You may even count on your fingers if you get stuck. Some of the later puzzles can be near impossible to figure out. If you want to make it out alive it would be very wise to listen closely to all the clues that are given to you. Good luck and enjoy your stay!



FACT FILE THE 7TH GUEST

MANUFACTURER	# OF PLAYERS
PHILIPS	1
DIFFICULTY	AVAILABLE
HARD	MAY
CASE/BOX SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
RPG	85%



When you're searching from room to room, make sure to leave nothing uncovered.



Keep a close eye on the guests. They may not be what or who they appear to be.

THE GOOD

This version plays incredible, much smoother than the original PC version! Good job!

THE BAD

There is a definite dark side to the game, which may not be appreciated by many people.

THE ONLY

The corpses win the grand prize for the ugly this time! Check out the room with the caskets!



Many secrets can be found in the kitchen—maybe that's something cooking!

DUO



STAGE SELECT

You can choose from the first four levels to start out on, and blast into them using the cannon. Once those are done, three even deadlier levels await you. Things will get progressively harder, so plot your strategy wisely.

SEA STAGE



Fly over the high seas. This level is fairly easy compared to what you'll face later on. Look for lots of hidden secrets further on. They'll be behind blocks you can destroy.

TV STAGE



One of the crazier stages, this zone has a number of shows going on at once. Try to brave the many sets and strange enemies. This level can be challenging.



Submarine King must be taken apart piece by piece to defeat it.



The Game Show machine is a coveting killer with a lot of weapons.

Prepare to blast off with Zonk once again. This futuristic dude must take on the mysterious King X, who is plotting domination of the Earth. Along with a few buddies and the ability to transform, Zonk should be capable of handling any enemy that gets in his path.

In true Periodous-style, Super Air Zonk has you up against colorful, cartoony adversaries. This CD is loaded with details of the enemies—each has a number of ways to respond to you.

This shooter boasts a great soundtrack and way cool sound. The graphics are brightly painted, and there are lots of hidden items to find. Get ready for the action of Super Air Zonk!

THE GOOD

It's action-packed and there's lots to see. The graphics are also well done.

THE BAD

It slows down, there's no parallax, and it's over too quickly.

THE UGLY

This may be one of the last strands of the Duo system. Please don't let it end this way!

BOSS 1
BOSS 2



SUPER AIR ZONK

	SUSHI ZONK Throw gold, vinegar fish at the baddies.
	ELVIS ZONK Here's your chance to sing enemies to death.
	CAMERA ZONK Turn into a flying turtle Zonk. Vary weird.
	YAMATO ZONK Turn into a massive flying submarine with firepower!

FACT FILE	
SUPER AIR ZONK	
MANUFACTURER	/ OF PLAYERS
TD	1
DIFFICULTY	AVAILABLE
EASY	2ND QTR. '84
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	7
THEME	% COMPLETE
SHOOTER	100%

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11. Handed Hero - Action/Atari
12. Judo - Sega/Atari
13. Chess - Action/Play
14. Soccer - Action/Play
15. Dr. Charge - Sega/Atari
16. Ninja Run - Educational/Atari
17. Kick Attack - Sega/Atari
18. Ninja - Action/Atari
19. Ninja - Action/Atari
20. Ninja - Action/Atari
21. Ninja - Action/Atari
22. Ninja - Action/Atari
23. Ninja - Action/Atari
24. Ninja - Action/Atari
25. Ninja - Action/Atari
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52. Spilly - Sega/Atari

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WARIO LAND

Liven up GameBoy fans, Wario's back in a brand new adventure which will take you through a world loaded with action-packed levels and plenty of dangerous villains to keep you on your toes! Three power-up suits are hidden throughout each of the levels which transform normal Wario into different characters, each with his own special attacks and maneuvers. Huge levels, loads of enemies, and tons of power-ups make Wario Land an excellent choice for all you die-hard GameBoy freaks out there. Make sure you keep some new batteries on hand for this one!



Make sure you bring your compass along on this one—you're in for a big adventure!



There are two bonus stages which can be played depending on how many coins you collect. You can either try your luck at the bucket stage, or you can test your skill at the bomb tossing game. Good luck!



Wario Land comes with a battery back-up which allows you to save up to three games at one time. Thumbs up!

Take a wild ride on an abandoned mine car over bubbling pits of lava! Keep your eyes out for the vampire bats!



Not all the Bosses can be defeated by jumping on them. Can you figure out the secret of the stone Boss?

BULL WARIO



When transformed into Bull Wario, you can take out enemies by dashing at them with a shoulder block, knocking them silly with a super jump, or, if all else fails, using your horns to jet them around.



DRAGON WARIO



When Wario loses his temper, he can become quite the hot-head, and turn into Dragon Wario. This fire-breathing suit is excellent when taking on the enemies and does an even better job on the Bosses!



THE GOOD

The graphics on Wario Land make the GameBoy shine and the control was great. It's a lot of fun to play!

THE BAD

The sound can get very annoying after playing for a while.

THE UGLY

The Bosses are cute animals, penguins and ducks—no ugly here.

JET WARIO



There are a lot of areas in Wario Land that can only be reached by grabbing the jetpack power-up. Jet Wario is faster than a speeding bullet? Not quite, but he does come in handy over water.





FACT FILE

WARIO LAND

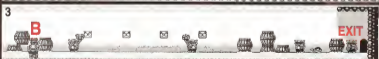
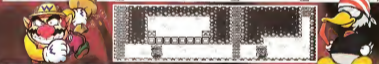
MANUFACTURER	# OF PLAYERS
NINTENDO	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MB	48+
THEME	% COMPLETE
ADVENTURE	100%



RICE LAKE



- A** Break as many blocks as you can. You will find coins, and sometimes, (as in this case) the Bull Wario power-up.
- B** Many secrets are hidden throughout the levels. Take the ladder down and you will find an underground cavern.
- C** Grab the Dragon Wario power-up and use the flame to break through the blocks from the side.
- D** If you search hard enough you may be able to find a big heart worth three free guys! Excellent!



No Need For Fancy Introductions...

WARSTRIKE RIPFIRE ELVEN

All In...

ULTRAVERSE PREMIERE #2

On the flip side of...

MANTRA

#10

ELVEN



All characters in this book are ©1992 by the respective publishers of their
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WARSTRIKE



RIPFIRE



PREMIERE

APRIL 1994

**STARLIN,
DAVID & COLÓN**

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GP Rider is a very good motorcycle game for the GG. The graphics are top-notch and it's as good as some of the arcade motorcycle games. In this little gem, you get to choose four different types of ways to race. Your choices consist of Arcade (one tough course), Tournament (where you can choose the

countries you wish to race in), Grand Prix (where you get to race in all the countries), and World Tour (you get to choose from four different difficulty levels to race in.) You also get a choice of three different bikes and each has ups and downs. There is a two-player option for you and your buddy if he/she has a GG too.

GP Rider

THE GOOD

The graphics are great and the game moves quickly without any real blurring on the screen.

THE BAD

You crash so often because turns come up all the time without any prior notice.

THE DOLLY

Watching your rather expensive bike slide across the ground after you have crashed.

WEAK **SELECT** **IP**



This bike is average with its features but makes for a good all-around bike nevertheless.

WEAK **SELECT** **IP**



This bike is fast and powerful, but it lacks in traction, causing you to slide all the time.

WEAK **SELECT** **IP**



This bike lacks in speed but its ability to stick to the pavement really makes up for that flaw.

WEAK **SELECT** **IP**



One of the world's best and you can race in four different levels.

WEAK **SELECT** **IP**



Mr. of difficulty. Find the check-points target more time.

Different countries & stages



This game is very fast and makes for an extremely difficult cart to beat. There are other bikes and riders who are trying to get rid of you. You have to be just as mean as they are or you will



lose the race. In this game there are so many different stages to go through each with a unique look and feel. The races are all different and you never know what to expect on these courses.

Accidents happen often and are a real pain. Watch out



for obstacles on the side of the road. It's not only not a race!

FACT FILE

GP RIDER

MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	AVAILABLE
HARD	APRIL
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MB	15
THEME	% COMPLETE
RACING	85%

Captain America and The Avengers



This first level is fairly easy and provides a good place to get used to the game.

Level 1



Level 2 provides a lot of action with more enemies to encounter as well.

Level 2



The Red Skull is trying to take over the entire planet. He has developed a mind control device that will place people under his control. It is up to Captain America and the Avengers to stop him. You can choose from four different characters: Captain America, Ironman, Vision and Hawkeye. The levels are side-scrolling with a couple of shooter levels in between. There is no difference between the characters except the way they look. You can punch, kick or throw your shield, arrows, etc. The levels move smoothly and make for an extremely intense game. Remember, if you don't beat the Red Skull, all humanity is doomed to become mindless zombies.

CHOOSE AN AVENGER



CAPTAIN AMERICA

Choose your favorite Avenger to play as in this action-packed cart!

THE GOOD

The graphics are great considering it is a Game Gear. The controls are very tight.

THE BAD

The enemies tend to get repetitive and the Boss patterns aren't all that different from each other.

THE BLY

Watching Captain America's body slump to the ground when he dies. It's pretty heartbreaking!

FACT FILE

CAPTAIN AMERICA



MANUFACTURER	OF PLAYERS
DATA EAST	1
DIFFICULTY	AVAILABLE
HARD	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
1 MB	5
THEME	% COMPLETE
ACTION	100%



Level 3-1

This is a portion of level 3-1. The whole level is a giant aircraft carrier resembling what you see, only there are no airplanes. You must watch out for missiles because they come flying out of nowhere and do a fair amount of damage. The enemies are fairly easy to defeat, except sometimes they're a bit difficult to hit because of how high they fly in the air.



A Cool Way to Appreciate Nature

For those of you out there who think hedgahgs are really blue, that raptors really do live in South America, or just don't care one way or the other, this new video from Miramar Productions will open your eyes to the real and fascinating world of wildlife around us.

Entitled *Anima Mundi*, the 30-minute film is a compilation of striking video images, such as close-ups of animal eyes and graceful syncopated

movements of micro-organisms. The underlying concept of *Anima Mundi* is the Platonic idea of the world as a living entity, in which natural order and beauty are based on the differences between, and endless variety of, the different species.

Although that sounds a bit lofty, the video is cool, as is the accompanying music. It is sponsored by the World Wildlife Fund, the largest private U.S. nature conservation organization.



Strange but True

Punisher and *Archie* to Team-Up

That's right comic book fans, Marvel's dark and gritty vigilante, The Punisher, will be teaming up with everyone's favorite teenager, Archie Andrews, in a one-shot comic book crossover slated for this summer.

A Star is Matched

Warner Bros.' new flick, *Ace Ventura: Pet Detective* grabbed the number one box office spot in its first two weekends of release. Its star, the rubber-faced Jim Carrey, is suddenly a red-hot commodity. His next flick is based on the Dark Horse comic *The Mask*, which is due out this summer.

Where There's a Will...

It's generally assumed that people who engage in the sedentary sport of playing video games typically are male youths with short attention spans powered by sugar-coated cereals, fast food, and soft drinks.

Quite to the contrary, however, there is a growing number of handicapped people out there who enjoy a good game of Madden Football or a winner-take-all Street Fighter 2 tournament as much as the next guy.

And the advantages of playing video games for people who are handicapped far exceeds just the fun and challenge of playing. It's a great tool for socialization. The games put everyone on an equal level, old and young, handicapped and non-handicapped.

Ironically, the common ground of enjoying the same video game usually

opens new lines of communication between players, regardless of their different backgrounds.

To ensure that just about everybody can enjoy the benefits, and more importantly—the camaraderie of video game playing, BGM salutes Loog Beach, CA-based KY Enterprises.



KY builds input devices for those who can't use standard input devices. They produce controllers for people who have use of only one hand, as well as a mouth-controller for those who have no use of their hands. To obtain more information, contact KY at (310) 433-5244.



CULTURE SOURCE FOR EGM READERS

Disney Releases "Aladdin" Pic Straight to Video in May

Breaking new ground in the entertainment industry, Walt Disney Home Video recently announced its first original, made-for-video animated movie, *The Return of Jafar*. This all-new Aladdin-inspired adventure is being released under a new banner called "Walt Disney Home Video Presents." This new line of Disney video releases will feature brand new original adventures as well as programs based on popular Disney characters who will make their world premier only on video.

The Return of Jafar picks up where *Aladdin* ended, with the evil sorcerer Jafar

trapped inside a magic lamp. When a clumsy thief inadvertently releases Jafar from the lamp, the all-powerful "genie Jafar" plots his revenge against Aladdin.



New Star Wars Trilogy

A new series of Star Wars books is coming, and early indications are that they are every bit as hot as the Timothy Zahn-penned novels.

The new saga, entitled "The Jedi Academy Trilogy," is authorized by Lucasfilm and is being written by sci-fi author Kevin J. Anderson.

In *Jedi Search*, the first book, Luke Skywalker takes the first step toward setting up an academy to train a new order of Jedi Knights. And two children—the Jedi twins of Han Solo and Princess Leia—come into their powers as the war between the New Republic and scattered

remnants of the Empire continues.

The book's publisher, Bantam Spectra, has more Star Wars novels planned, including two trilogies and five stand-alone books.



Show Your Allegiance to Mortal Kombat

So you've just kicked Goro's four-armed-monkey-butt for the 47th time and you still can't get enough of your favorite fighting game: *Mortal Kombat*.

If you're that loyal to MK, then you might consider a new line of apparel from UAV Corporation. The shirts come in youth sizes 8-20, as well as adult large and extra-large.

Four different designs include the now-famous *Mortal Kombat* logo, a graphic depicting all the *Mortal Kombat* warriors, and the ever-popular *Reyden*. The fourth design includes a picture of your favorite MK warrior as well as his/her vital stats. If you can't find them in a store near you, call (800) 486-6782.



Some *Sentai* staffers demonstrate both the form and function of UAV Apparel's *Mortal Kombat* gear by showing off its great look in the top photo while taking advantage of its 100 percent cotton comfort and durability in the bottom pic.

It just ain't right...

Would you let this guy put the "special sauce" on your Big Mac? Neither would we, but this character wasn't really working at a Micky-D's, he was at the ToyFair in New York showing off Mattel's expanded line of McDonald's toys. Mmmm, scrumptious!



Comic Books Lose a King

JACK KIRBY 1917-1994



The comic industry lost one of its founding fathers when Jack Kirby died of a heart attack on February 6, 1994. The value and scope of his contributions are absolutely phenomenal. As a tribute, EGM brings you some of the highlights of The King's career.



1917: Jacob Kurtzberg is born in New York City, the son of European immigrants.

1935: Kurtzberg goes to work for Max Fleischer Studios. His main daily consists of "in-between" drawings for Popeye and Betty Boop cartoons.

1938: Kurtzberg goes to work at the studios of Will Eisner and Jerry Iger, creating three strips: *The Count of Mount Cristo*, *The Diary of Dr. Heyward*, and *Wilton of the West*. Eventually these stories are collected in Jumbo Comics, making them the first official comic book work of Kirby's career.



1942: Jacob Kurtzberg legally changes his name to Jack Kirby and marries Rosalind Goldstein, in a union that will last the rest of his life.

1946: Kirby goes back to Atlas, where he works on a handful of supernatural and Western titles. After a series of failed attempts at creating a newspaper strip (with the help of inkers like Wally Wood and Frank Giacoia), Kirby returns to DC, where he draws covers and stories for their supernatural titles.

1958: Once again, Kirby returns to Timely (now and forever known as Marvel) Comics.

1961: When publisher Martin Goodman hears about DC's Justice League of America doing brisk business, he suggests that Lee and Kirby create a superhero

team. The end result is *The Fantastic Four*, and the impact—as well as the after-shock—are nothing short of extraordinary. The Marvel Age has begun. The universe will never be the same.

1962: *The Incredible Hulk* debuts. Later that year, Kirby's cover for *Amazing Fantasy 15* gives the world their first glimpse of Spider-Man. Finally, Thor debuts in *Journey Into Mystery*. By year's end, Kirby's page and cover output was the greatest of his career.

1963: The King's prodigious output continues: *The X-Men*, *The Avengers*, and *Sgt. Fury and His Howling Commandos* are born.

1993: Topps Comics launches the Kirbyverse, giving new life to previously unused Kirby characters. The covers, also feature previously unused Kirby art, inked by such luminaries as Todd McFarlane and Steve Ditko. For a new generation of readers, it's their first exposure to the talents of Jack Kirby.

This month in HERO

Issue #10 of HERO starts out with a bang featuring a very cool Batman/Spawn cover from Greg Capullo. Also in this issue, you'll



find a comprehensive tribute to the late, great Jack Kirby as well as the usual HERO satire.

This month in CARDS



The artists participating in Topps' upcoming *Universal Monsters* card set discuss adapting film classics, such as *Bride of Frankenstein*, *Creature From the Black Lagoon*, *The Mummy*, and *The Wolf Man*, to cardboard. There's also an interview with Bone creator Jeff Smith and a look at all the DC promotional cards ever produced.

TV Heavy On New Heroes for 1994

Superhero fans will have reason to cheer this year as a number of new shows and a number of new heroes will hit the airwaves.

Probably the highest profile hero aiming for small screen success is *RoboCop*. The five-episode series is set for a March 1994 release with a two-hour premiere to be followed by 21 one-hour weekly episodes.

The series premiere was written by the successful screenwriting team of Edward Neumeier and Michael Miner, who wrote the original *RoboCop* feature film. The subsequent episodic storyline will chronicle Murphy's struggle with his new role, his past memories, and the violent world he patrols.

To ensure high standards, and spectacular special effects, each episode is budgeted at \$1.3 million, per episode—equal to *Star Trek: TNG* and *Deep Space 9* and twice the budget of *Babylon 5*.

Steven Downing, who has more than 240 hours of network prime time programming experience including work on ABC's *MacGyver*, will executive produce the series.

Another new character slated to hit the airwaves in animated form this season is the Phantom.

In the year 2040, the Earth teeters on the brink of environmental disaster. The ecological excesses of the 20th century combined with the aftereffects of the Resource Wars of the early 21st century and have created a world that is increasingly inceptible of supporting life. Around the world, the elite have insulated themselves with cutting edge technology in the

towering reaches of immense city states. Nowhere is this shocking disparity between the haves and have-nots more apparent than in greed-ridden Metropolis, the largest and most powerful of the city states.

But deep beneath the concrete and steel of the city lies the Ghost Jungle—thousands of square miles of mutated vegetation that could restore the environment and ensure that life will continue. It's up to Kit Walker, Jr., a.k.a. The Phantom to unlock that secret.

Six episodes have been completed and will feature the voices of such well-known actors as Margot Kidder, Ron Perlman, Mark Hamill, Paul Williams, and Deborah Harry.

Finally Ben Edlund's *The Tick*, is just about ready for debut on the Fox Kid's Network.

The six-show animated series will air this season, with potential for a full slate of episodes next season if feedback is positive. Presently, no scheduling times have been set.

The Tick, an offbeat, hilarious comic book, created by Ben Edlund, has been a cult favorite since its debut six years ago. In addition to extensive consultation during the show's development, Edlund also co-wrote the pilot episode of *The Tick*.

ROBOCOP

THE SERIES



PHANTOM
2040

These pictures give readers a glimpse of three new superhero shows coming to TV this season. Pictured from top to bottom are *RoboCop*, *The Phantom*, and *The Tick*.



EGM MARKETPLACE

SUPER NINTENDO		G.D.W. game discount warehouse		SEGA CD-ROM		GENESIS	
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IRON TONY	\$29.95	GENIUS + GEMINI TURBO		EVIL MACHINERY	\$19.95	CASTLE OF THE DRAGON	\$19.95
THE MATHS	\$9.95	GENIUS + GEMINI TURBO		EVIL MACHINERY	\$19.95	CASTLE OF THE DRAGON	\$19.95
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Contest Winners

These are the winners for the EA Super Baseball 2020 contest that ran in our September 1993 issue.

Grand Prize Winner -

Ryan King, Shirley, MA

First Prize Winners -

Chris Nathcoat, Houston, TX; Michael Costello, Brockton, MA; Gary Williams, Herford, CT; Paken Richmond, Wilkes, FL; Matthew Aubucher, Monterey, CA; Quynhhe Chen, Jamaica, NY; Brad White, Sacramento, CA; Curtis Cooper, Sandiego, CA; John Gilman, Alamo, TX; Kevin Price, Fairfield, CT

Second Prize Winners -

Blair Bryngston, Garland, TX; Rich Clark, Eureka, CA; Benjamin Brackett, Seattle, WA; Juan Morales, Stanton, CA; Haron Tokito, Fremont, CA; Sara Hughs, Honolulu, HI; Kurt Hughes, Agoura, CA; Jeff White, Cincinnati, OH; Marc Barban, Cromwell, OH; Daniel Wells, California, CA; Jesse Ruiz, Mergers, NJ; Waxy Jung, Chicago, IL; Derek Chalkin, W. Bloomfield, IL; Jonathan Kline, Lexington, MA; Kevin Holland, Armettsville, MD; Nick Jones, Coltonwood, IL; Ivo Cornell, Lakewood, CA; Mike Wuesthoff, Torrance, CA; Bryan Neeseiro, Stockton, CA; Leon Williams, Allen, SC; Lucas Hanson, Cleveland, OH; Tom Staph, Hensley, PA; Kelle Jennings, Los Angeles, CA; Cliff Jacobs, Woodbury, NY; Bryan Hu, Prosk, CA

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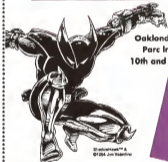


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(cont.) amazing feat, ever attempted. This is a circus act like no other, with thrilling stunts and a flying acrobatic that will thrill a audience. Some of the

Aero the Acro•Bat is a high-flying death-defier who combines super acrobatic artistry with excitement and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirrs through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerman, one of the lucky girls who sat in the front row of the circus. "For a little bat, Aero's act is based

on agility and plain elegance. He frequently buzzes the audience as he leaps from trapeze to trapeze, bathed in brilliant yellow spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even the operators from the fair gathered under the tent, wondering what might happen next.

fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added pianette Hyssong, circus vendor.

Leaping from a towering, rotating platform, Aero the Acro•Bat realized that this was more death-defying than anything he had ever done. One of the platforms was rigged with explosives ... which threatened not only the super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Suddenly, in darkness as the audience mysteriously malfunctioned, Aero leaped to safety, narrowly and still maintaining a flourish!

But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This reporter noted that Ektor was a villain who sabotaged the circus and anyone who got in his way. And he's not above at to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his

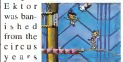
plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots him self out of the crowd like a crazed kamikaze. Aero can't even mention ground tightropeballerina who loves to squish bats. ... a handful!

But these battles can't compare to Aero's early struggle toward fame. Auditions



landed him bit parts in low-budget films, but nothing he could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. "They said they needed bats," says an embarrassed Aero. "How was I to know they meant wooden ones?" But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff,



Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe



trapeze
Aero's act is based
agility and plain elegance
frequently buzzes the audience
as he leaps from trapeze to trapeze
bathed in brilliant yellow spotlights
buzzes the audience
the

that
sabotaged the circus and anyone who got in his way
And he's not above at to stop until Aero—and the circus—are destroyed
Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his

to help him carry out his
planned
our really

members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quiron, the renowned performing poodle trainer who worked with Ektor during the early circus days. "He started out with all that stuff like squirting noses, exploding cigars, glue on your underwear, and so on. Next thing you know, there's grease on your face and dynamite in your ears."

Ektor hadn't been in the ring for a decade in mind. Tad "Smiley" Shishkebab thought he was a brainwashed member promised candy and their own dream.

But Aero the Acro-Bat was a licking and kept on going. Using strength and wit, he took on their feet. There the amazing acrobat and himself negotiated a endless series of trampolines, landing far into the air with a force... all in avoiding becoming a shishkebab on hidden spikes. "It was really warped, man," said David Siller, who himself sur-

vived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus act," he said, "but then the bodies flying everywhere, the fleas from the flea circus were into demolition."

Aero continued to perform for the now-terrified audience even while the sicko's saboteurs tried to slice his ribs. The Sunsoft

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's henchmen. And he finished them off. "Gosh! The audience loved their money's worth circus. Because the show just kept right on to the show, disarming hundreds of booby traps on the fairground and saving thousands of lives in the process. In the meantime, many circus goers had themselves locked in animal cages, their fate yet to be determined by Ektor. "We had gone down to get some cotton candy when this horrible, ugly slimeball grabbed us from behind!" recalled Tad "Smiley" Shishkebab. "He threw me in."

"I thought we were going to get candy, for sure," said Tad. "But we didn't even get to the candy," he added. "I was a reporter, the climax of the show for the big top." "I was one of the Zebras, and I was supposed to go from the show to the show. The saboteurs were in the tent, and it makes me mad. Aero to Tad, a fight to the death, which is appalling. The winner of this colossal clash turned out to be (continued)



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